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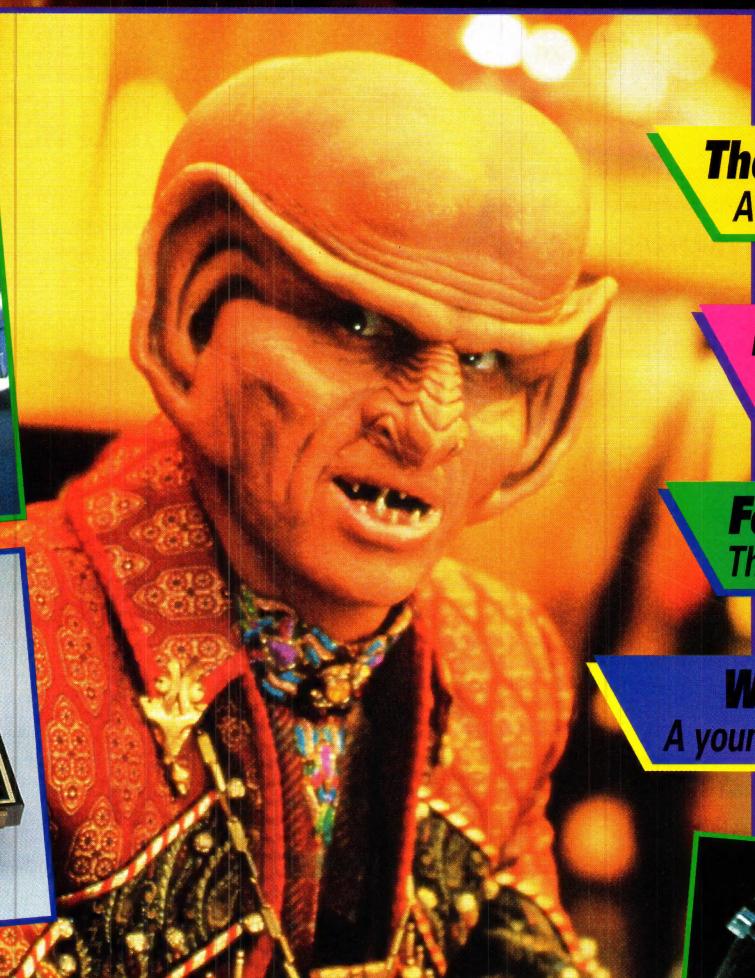


THE OFFICIAL

STAR TREK® FACT FILES 74



The Transporter Room
Beaming aboard the U.S.S. ENTERPRISE



The Tosl & the Hunters
A deadly chase as a way of life

Brunt : FCA Liquidator
Out to ruin Quark's business

Ferengi Afterlife Beliefs
The route to the Divine Treasury

Wesley Crusher: Genius
A young man is compared to Mozart

Eymorg Equipment
Technology beyond the grasp of its users

ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



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Your continuing alphabetical reference source

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The Guide to the STAR TREK Galaxy

FILE 18 CARD 53



OTHER GROUPS
AND RACES

TOSK & THE HUNTERS

OTHER GROUPS
AND RACES

The Tosk are sentient humanoid beings from the Gamma Quadrant, and are specifically bred to be hunted. The Gamma Quadrant Hunters who pursue the Tosk honor them with death in a sport neither side sees as bloodthirsty or unfair.

The Tosk are a Gamma Quadrant race whose entire reason to exist is to provide the prey in a hunt to the death; their goal is to make the hunt as interesting and as exciting as possible for the Hunters. Tosk live to outwit the Hunters, and to survive until they die with honor – in other words, until they are caught. All Tosk train and condition themselves throughout their lives for the hunt which, to the prey and Hunters alike, represents

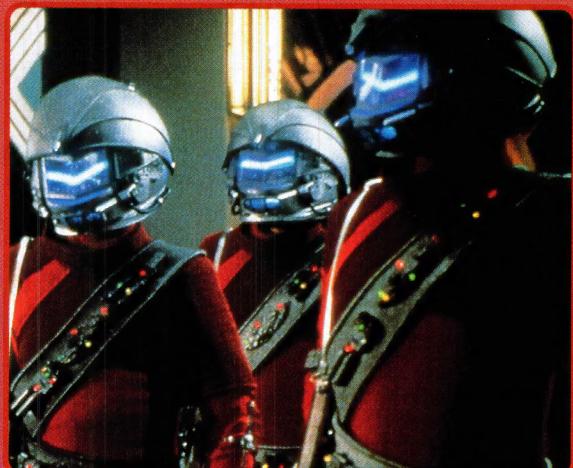
the greatest of all possible adventures. A Tosk caught alive faces humiliation; he will live out his existence on public display, where children will make fun of him and toss him scraps of food. He will be made to feel that he has disgraced not only himself, but his entire race.

No rest for the hunted

The Tosk require neither regular rest, relaxation, nor food for sustenance. A Tosk requires only 17 minutes of sleep per rotation, a period very close to a day on the

planet Earth. Liquid nutrients are stored in plasmic fibers throughout their bodies, reducing their need to eat regularly.

Controlled breeding of the Tosk has produced a race that possesses extraordinary abilities. They are handsome creatures with a thick, mainly golden, hairless skin, resembling that of an Earth lizard; they have reptilian ridges on their heads and down the back of their necks. Their nostrils are flared wide and their eyes are golden with a narrow pupil.



▲ **The Hunters wear a fearsome red uniform and helmets that completely obscure their faces. Several Hunters will pursue a single Tosk.**

Stretch coveralls that blend in with their coloring allow them easy mobility, and as a result the Tosk move with great agility and strength. They are always prepared for combat or escape. Like the

Jem'Hadar, the Tosk are able to personally shroud, or cloak, themselves.

The Tosk are intelligent beings. Their sentience not only makes them aware of their purpose, it gives them the ability to assess their

UNEQUAL EXISTENCE



▲ **The worst humiliation a Tosk can endure is to be captured alive. Such unfortunates are returned to their homeworld to suffer abuse.**

Bred to be chased

The Tosk and the Hunters bear certain physical similarities, such as flared nostrils and lipless mouths, but the true relationship between them is unknown. The Hunters clearly rule the Tosk to some degree, and hold power over the life and death of these exploited creatures. The morality of their society is different to that of the Federation; the virtual enslavement of the Tosk is openly tolerated.

► **The Tosk are hairless, reptilian creatures. They have scaly skin and wide, flaring nostrils.**

Races Tosk and the Hunters

Quadrant Gamma

Class M

Homeworld Unknown

Social structure

The Tosk are a race bred for the entertainment of the Hunters. They are doomed to run across the Galaxy until they are caught and killed, a fate they consider to be just and honorable.

Level of technology

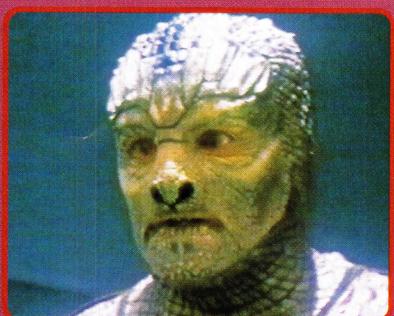
The Tosk and the Hunters have access to sophisticated technology such as transporters and spacecraft.

Intellectual development

The Tosk are cunning and quick to learn.

Starship Log

STAR TREK: DEEP SPACE NINE
'Captive Pursuit'



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The Guide to the STAR TREK Galaxy

FILE 18 CARD 53



▼ Beneath the Hunters' masklike helmets, they share some of the Tosks' reptilian features, but they are clearly a separate race.

OTHER GROUPS AND RACES

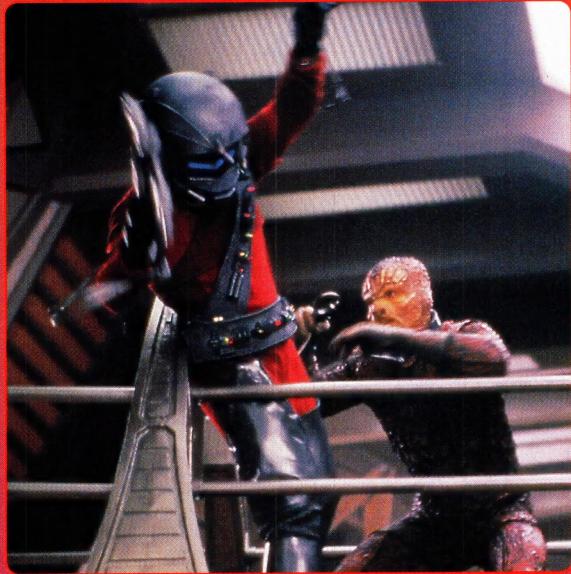
OTHER GROUPS AND RACES

GALAXY FACTS

► The Tosks consider their lives to be the greatest adventure a sentient being could ever desire, and so see no need for rest or relaxation. They find the human need for such things abnormal.

► The Tosks are a somewhat grim race. Their harsh existence has led to the lack of what humans would call a sense of humor.

► A Tosk who becomes stranded on DEEP SPACE NINE fights to evade the Hunters, but it is against his nature to ask the station staff for asylum, even though this would ensure his survival. His goal is to die honorably at the end of a good hunt, not to escape.



situation and take whatever action is appropriate. They are capable of space travel, can repair their own craft, use various weaponry, and are able to decipher computer codes, maps, and security systems.

Perhaps not surprisingly, given the lives they are bred to lead, the Tosks are generally wary and mistrustful of all others. They are secretive and nervous, and are sworn to an oath of silence regarding their role in the hunt. This ensures that they survive only by their own wit.

The Tosks are completely

focused on the task of staying one step ahead of the Hunters. A Tosk cannot even consider the alternatives – surrender or asylum – as these are against his nature. In the course of their attempts to avoid the Hunters, Tosks willingly lie and break through security codes in order to arm themselves in strange territory.

No surrender

Tosks are reluctant to abandon their small one-man ships even under life-threatening pressures. Yet, even with the burden of

being hunted, the Tosks manage to be naturally curious, honorable, quick to learn, and gracious.

The same cannot be said of the Hunters. Relying heavily upon their technology to ferret out the Tosks, the Hunters are pompous and cruel to their prey. They don't consider the hunt to be abusive; they have bred the Tosks for many years to be the creatures they are, and, in their minds, this gives them the right to hunt.

The Hunters' ships' sensors are so fine that they are able to penetrate

the two-meter-thick duranium composite conduits of *Deep Space Nine*, a system designed by the **Cardassians** to withstand most sensor sweeps.

Weapons of the hunt

The Hunters wear red uniforms with helmets and armored sashes; the uniforms cover them completely. Built-in metallic shield generators along their arms can deflect level six **Federation phaser** fire. They are physically strong, but can be bested by a human with good hand-to-

hand skills.

Their personal weapons are directed energy crossbows with enough firepower to blast through the security offices on *Deep Space Nine*. Their helmets are fitted with a special tracking sensor that is able to penetrate a Tosk shroud; it casts a red circle of light when in operation.

Relentlessly chasing after the Tosks, the Hunters are proud of the role that their prey plays in their culture. The Tosks are greatly honored, and are thought of as a symbol of all that is noble and courageous.



► The Tosk who reaches DEEP SPACE NINE travels aboard this small, simple craft. He is the only crew member.



► The Hunters are helped in their chase by transporters that allow them to beam from their ships onto DEEP SPACE NINE. The transporter glows with the effect of a pink cylinder of translucent light.

FIRST CONTACT

No uninvited interference

The morals of the hunt go against everything in which the Federation believes, but the Prime Directive forbids any Starfleet officer from interfering until the Tosks ask for assistance or political asylum. In future, the Hunters will confine their sport to the Gamma Quadrant where the Federation will make no moves to stop them.



► A pursued Tosk is the first Gamma Quadrant native to visit DEEP SPACE NINE.



► Chief O'Brien tries to befriend the Tosk, but until the alien asks for help he cannot interfere.



THE
FERENGI
ALLIANCE

The Guide to the STAR TREK Galaxy

FILE 14 CARD 9



THE
FERENGI
ALLIANCE

DEATH & THE AFTERLIFE

Like many species, the Ferengi believe in life after death. Unlike most other species, they believe that where you go after you die depends not on what kind of a person you were, but on how much profit you made.

Ferengi are born to make a profit, and they hope to die the same way. When a Ferengi male dies, whether by natural or unnatural causes, there is never an autopsy; the procedure is strictly forbidden under Ferengi law, and the body must be preserved intact – it could be worth a lot of **latinum**. At least, that is the fervent hope of the deceased and his survivors. A Ferengi female, on the other hand, is worth about as much in death as she is in life: nothing.

The body of the dead Ferengi male needs to remain untouched so that it

may be neatly prepared into disks of vacuum desiccated remains. Each disk is sealed and stamped with the official **Ferengi Seal of Dismemberment**. These remains are then offered for sale on the **Ferengi Futures Exchange**.

Life after death

The price a Ferengi's remains command will generally correspond to the prestige and position held by the deceased when he was alive. The rich get richer, and the poor get less than fair market value, even after death. The Ferengi believe that the price paid for one's remains provides the necessary bribe to earn

the deceased a proper seat in the afterlife.

The belief system that, in the experience of the **Federation**, seems to be followed by the vast majority of the populace of **Ferenginar**, clearly sets out what happens to its followers after they die. There are two possible destinations that summon the soul of a dead Ferengi. One of these is very good, the other is very bad, mirroring the afterlife beliefs of many other cultures.

After death, a good Ferengi will find himself standing at the entrance to the **Divine Treasury**, entry to which is reserved only



When Quark mistakenly thinks he has a terminal disease, he experiences a dream in which he sees the Divine Treasury, the Ferengi heaven.

The Blessed Exchequer resides in the Divine Treasury. Quark imagines him to be Gint, the very first Ferengi Grand Nagus.



for those Ferengi who are deemed to have lived a good and fruitful life. They are the ones who always turned a profit in their negotiations, putting the bottom line above the family line, business before pleasure.

In the Ferengi ethical scheme of things, profit is the most important moral value. Profit is good and loss is bad. So, if your profits are up when you die and you have accumulated more than your fair share of **latinum**, you'll be knocking on the gates of the Divine Treasury after you die.

Many of the elements of the Divine Treasury can be understood by examining a dream experienced by **Quark**, a fine example of a profit-seeking Ferengi, in

which he dies and arrives at the gate of the Divine Treasury. His dream illustrates just what every Ferengi expects, and hopes, to find in the afterlife.

The Divine Treasury

On arrival at the Divine Treasury, the inscription above the entrance door reads, 'Please have your profit and loss statement ready for inspection before entering the Divine Treasury.' As the Ferengi stands here, the **Registrar** will greet him with a warm, inviting smile. He has been waiting, as if the deceased's reputation in life has preceded him and prepared the way. The Registrar has his hand out, ready to accept a bribe. If it

NO AUTOPSY ALLOWED

Untouchable

When Dr. Reyga, a Ferengi physicist, dies in a suspicious laboratory accident, Dr. Beverly Crusher suspects foul play. Crusher feels that an autopsy may reveal some clues as to what really happened, but Reyga's family refuse to allow her to carry out the procedure, in keeping with Ferengi tradition. Crusher is so sure she is right that she risks her career by carrying out the autopsy anyway, leaving Captain Picard no choice but to suspend her from duty. Her investigations prove that foul play was involved; the Ferengi was murdered by a rival scientist, Jo'Bril.



Forbidden procedures

Dr. Beverly Crusher is reprimanded and temporarily removed from duty by Captain Picard after she disobeys orders and goes ahead with an autopsy even though she knows that this violates Ferengi tradition. Part of the ethical code of the Federation is that its members should respect the religion and beliefs of other cultures, even when such beliefs have little grounding in logic. All cultures should be free to observe their own customs.





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The Guide to the STAR TREK Galaxy

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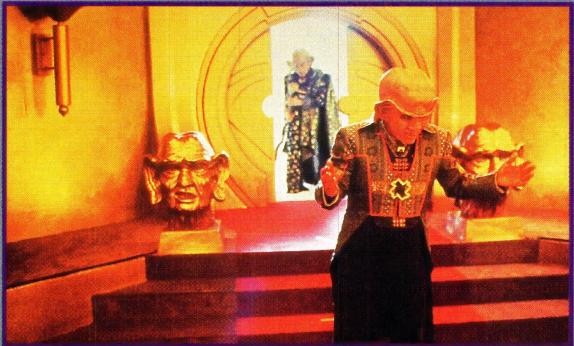
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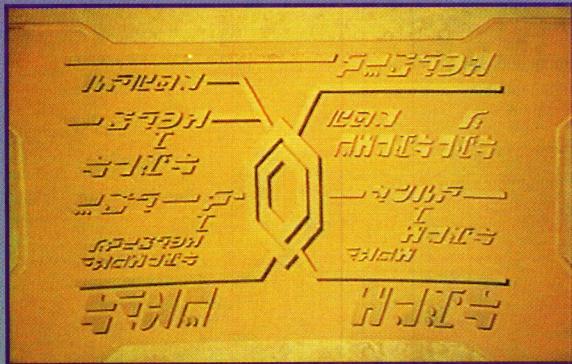
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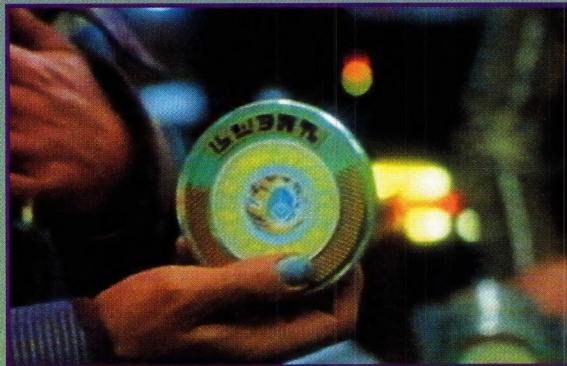


Above the door of the entrance to the Divine Treasury, this golden plaque asks new arrivals to have their profit and loss statement ready for inspection.

DEATH & THE AFTERLIFE



After death, the bodies of Ferengi males are converted into vacuum desiccated disks that are then sold on the Ferengi Futures Exchange. The more successful the Ferengi was in life, the more his remains are likely to fetch after his death.



The vacuum desiccated disks are kept in a presentation box for added effect. Each one is marked with a seal of dismemberment, clearly stating its authenticity.



is sufficient – hopefully the deceased's desiccated remains were a big seller – he will open the gate and allow him to enter.

Once the deceased has successfully bribed himself inside, he will see that the Treasury is a wondrous place. The ground, the walls, and virtually everything else, including the flowers and trees, has been constructed entirely of gold-pressed latinum.

Bidding on the afterlife

The first stop inside the Treasury is a desk made of latinum. Seated behind the desk is a **Blessed Exchequer** and the **Celestial Auctioneers**. It is here that the deceased

has the opportunity to bid on his new existence in the afterlife.

Down in the vaults

Life in the living world may have been good, but death in the afterlife can be better, if your profits were high. Even the smallest margin of profit will gain a Ferengi a decent place in the afterlife, and a fortune will provide him with an eternity beyond his wildest dreams.

On the other hand, if his life turned out badly and he died with creditors hounding him at every turn and huge debts to be paid, then he may find himself shivering in the gray gloom outside the **Vault of**



When Quark thinks he is about to die, Brunt puts in a high bid for his desiccated remains. This is mostly because Brunt will be glad to see him dead.

FERENGI FACTS

Quark once tried to sell counterfeit remains of Plegg, the Ferengi entrepreneur who developed modular holosuite technology, even though Plegg was still alive and well.

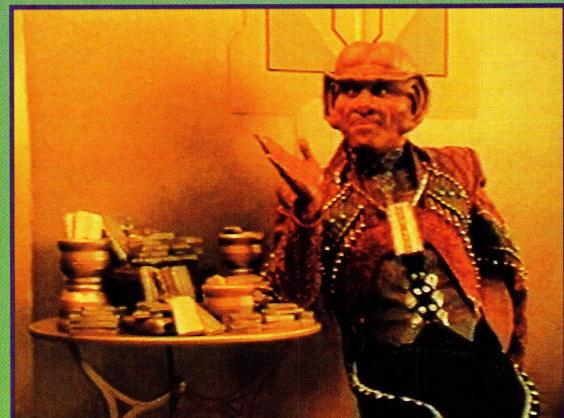
A Ferengi who is dying from a terminal condition can sell his remains on the Futures Exchange before he actually dies.

Eternal Destitution. This is not where any Ferengi wants his soul to go.

But, as every young Ferengi is warned by his parents, it is what happens to those who failed in business. If their transactions turned sour and they lost more than they earned, if they were charitable and dared to put compassion above greed, then their soul ends up 'down below', in the Vault of Eternal Destitution.

Into the unknown

Not much is known about this afterlife alternative; it's too terrible for a Ferengi to even imagine. There's no latinum here, and no one to chew males' food. Down here in the darkness, unsuccessful Ferengi will spend eternity being exploited, probably by those who are 'up there', basking in the latinum glow of the Divine Treasury.



In Quark's dream, he sees Brunt as the Registrar, awaiting the bribe that will let Quark pass through the doors of the Divine Treasury. He sits surrounded by latinum acquired from other bribes.



FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

VULCAN NATIONAL MERCHANT FLEET

REGISTRATION NO:

NSP-17938

NAME:

T'PAU

When the deflector array of the *T'Pau* is found amid the wreckage of a **Ferengi** cargo shuttle, **Starfleet** is given the first clue in a trail that leads to a planned **Romulan** invasion of **Vulcan**.

The *T'Pau* NSP-17938 is a ship of the **Vulcan National Merchant Fleet**. It is a relatively small ship, but can accommodate large numbers of passengers; three such ships can carry more than 2000 between them. These vessels have a very different profile to most Earth ships. The main body is a long, narrow cigar shape; toward the rear of the vessel is a section that surrounds the main hull like a flattened donut. The sides of this donut contain the warp nacelles, and, on the outside, Vulcan characters and an **IDIC** symbol are clearly displayed. Vulcan writing can also be seen on the front of the ship. As with many Vulcan vessels, the construction of the *T'Pau* involves the use of **dentarium alloy**, found particularly in the ship's deflector array.

Sent for Salvage

When the *T'Pau*'s period of service is ended, it is decommissioned and sent to **Federation Surplus Depot Zed-15**, in orbit around **Qualor II**. The ship arrives at the depot on **Stardate 41334.2**, and is logged in as inventory entry L7985-172353. It is then assigned to section 18-Gamma 12 of the surplus depot; from here, any salvageable components can be removed for reuse on other ships. The *T'Pau* is stripped of all armaments and sensors and its navigational deflector is listed as having been routed to the **Tripoli**, a holding vessel on the outer rim of the shipyard.

One would expect the *T'Pau*'s story to end here, but this unremarkable merchant ship has a part to play in an incredible drama. In 2368, wreckage identified as coming from the navigational deflector of the *T'Pau* is discovered amid wreckage from a **Ferengi** cargo shuttle that has crashed in the **Hanolin** asteroid belt. As Federation records show that the *T'Pau* is still at the surplus depot, the **U.S.S. Enterprise NCC-1701-D** is sent to investigate.

The Zed-15 surplus depot is operated by the **Zakdorn**; its quartermaster at this time is **Klim Dokachin**. According to Dokachin's records, the *T'Pau* is still in section 18-Gamma 12, but when

he goes there, he finds that the ship is missing. The *T'Pau* is cross-referenced in four different directories, but none of these give any indication that the ship has been removed. When Dokachin travels to the coordinates of the *Tripoli*, the last ship to which *T'Pau* components were beamed, he finds that this ship is also missing.

Further investigations reveal that the stolen *T'Pau* has been delivered to a **Barolian** freighter at **Galorndon Core**, near the **Romulan Neutral Zone** and that **subspace** transmissions between the Romulans and a Barolian ship in this area incorporate the prefix code of Romulan Intelligence. This would hardly be used during routine trading operations.

The full implications of the *T'Pau*'s theft soon become clear. The Romulans have been pretending to be interested in opening peace negotiations with the Vulcans, and have arranged to send a 'peace envoy' to **Vulcan** for further discussions. The peace envoy will travel in three Vulcan ships – the *T'Pau* and two others of the same class – thus adding to the illusion of a peaceful mission; they will be accompanied by more powerful Romulan vessels. The Vulcan ships contain more than 2000 Romulan invasion troops who intend to seize control of Vulcan before anyone has a chance to realize what is really happening.

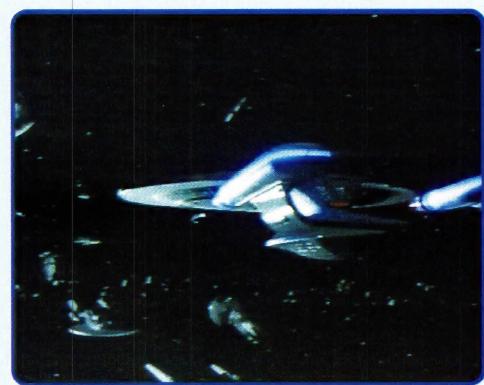
Plot foiled

But the officers of the *Enterprise* discover the invasion plan, and **Ambassador Spock** refuses to make the peace announcement that would guarantee the ships' safe passage through the Neutral Zone and into Federation space. The plan is in ruins, but the ships have already set off, leaving the Romulans with little choice but to take desperate measures; a **Romulan Warbird** decloaks in front of the stolen Vulcan ships and completely obliterates them and the troops aboard them, thus destroying any evidence of the nefarious plot. At long last, the *T'Pau*'s remarkable final adventure is over.

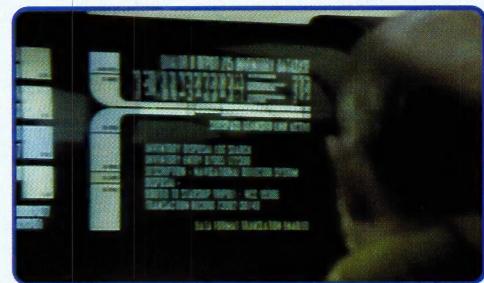
When the Romulans realize that their scheme has been uncovered, they destroy all the ships in the invasion fleet with no regard for the lives of the Romulan troops aboard. All evidence of the planned invasion is gone.



The first indication that something untoward is happening is when components from the T'PAU's navigational deflector array are found amid the wreckage of a Ferengi cargo shuttle that crashed in the Hanolin asteroid belt.



The trail leads the U.S.S. ENTERPRISE to Federation surplus depot Zed-15, where the T'PAU was sent after the ship was decommissioned. At the surplus depot, any useful, working components left on decommissioned ships are stripped for reuse.



The Federation surplus depot holds relevant information on the T'PAU, and also has a record of where the ship should be. However, it has been stolen.



The T'PAU's trail leads to Romulus. The ship is discovered to be one of three identical stolen Vulcan vessels that are to be used by the Romulans to carry an invasion force to Vulcan. The invasion will be disguised as a peace mission.

FEDERATION STARFLEET

T'PAU NSP-17938

After years of faithful service with the Vulcan National Merchant Fleet, the *T'Pau* is sent to the Federation surplus depot at **Qualor II**, from where it is stolen for use in a Romulan plan to invade **Vulcan**.

STARBOARD VIEW

PROPELLION SECTION

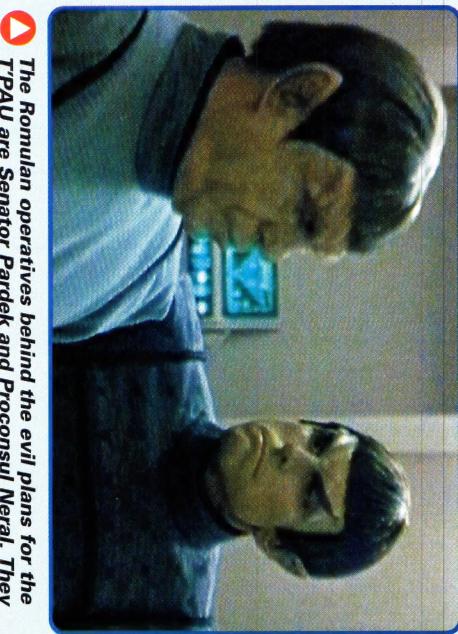


PROPELLION SECTION

VULCAN IDIC SYMBOL

COCKPIT WINDOW

FORE VIEW



The Romulan operatives behind the evil plans for the *T'Pau* are Senator Pardek and Proconsul Neral. They are working in league with Sela.

FILE 31 CARD 15A





FILE 35 THE ROMULAN FLEET

Imperial Romulan Warbird Khazara

The commander and crew of the *Imperial Romulan Warbird Khazara* find themselves on a new mission under the orders of a mysterious Tal Shiar major.

The *Khazara* is a Romulan vessel encountered by the Federation on Stardate 46519. Though identified at the time of this encounter only as an **Imperial Romulan Warbird**, the *Khazara* is clearly a member of the *D'deridex* class, sometimes referred to by Starfleet as a **B-Type Warbird**. The *Khazara* is under the command of **Commander Toreth**; her second-in-command is **Subcommander N'Vek**.

As with all Warbirds of the *D'deridex* class, the *Khazara* is bright green, birdlike in overall configuration, and its upper and lower hulls are separated by open space. The power source of the Warbird is a forced quantum singularity, otherwise known as a miniature black hole.

The forward disruptor array fires from the center of the *Khazara*'s beak; a single blast can

► The KHAZARA'S Commander Toreth has no love for the Tal Shiar, but she knows better than to openly oppose them by disobeying direct orders.

be enough to destroy some starships, such as a **Corvallen freighter**. The ship is also equipped with a cloaking device, but this is not always an infallible way of eluding one's enemies.

Cloaking weakness

While cloaked, the *Khazara* must monitor all of its electromagnetic emissions to make sure nothing gives away its position. To ensure complete secrecy, radiative emissions from the forced quantum singularity in the warp engines must be precisely balanced. If the nullifier cores become misaligned, even slightly, the warp engines will create a small intermittent magnetic



IMPERIAL ROMULAN WARBIRD

Name: Khazara
Size (approx): More than 2000 meters
Speed: Capable of warp speeds
Crew: Unknown
First recorded: Stardate 46519

FORE VIEW

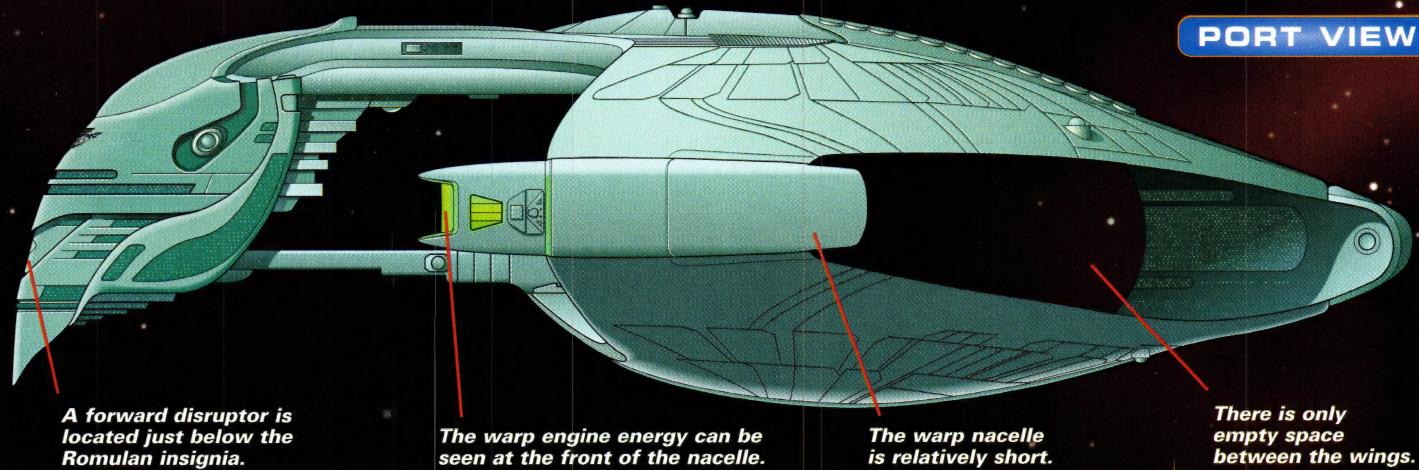
The warp engines glow with a bright green light.

The upper wing curves down to meet the warp nacelle.

A Romulan insignia is displayed on the ship's beak.

The warp nacelles are located between the upper and lower wings.

The lower wing curves up to meet the warp nacelle.



PORT VIEW

A forward disruptor is located just below the Romulan insignia.

The warp engine energy can be seen at the front of the nacelle.

The warp nacelle is relatively short.

There is only empty space between the wings.

Imperial Romulan Warbird Khazara



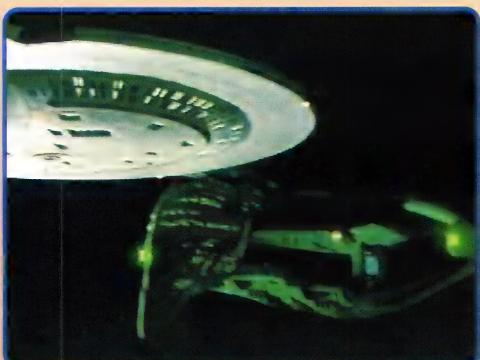
Subcommander N'Vek plans to use 'Major Rakal' to help Romulan dissidents reach Federation space.

disturbance whenever the ship is in motion. But as Federation understanding of Romulan technology is limited, such a disturbance may go unnoticed or be incorrectly interpreted by an enemy ship. In the case of the *Khazara*, however, it is this weakness in the cloaking device technology that plays a major part in the ship's unwitting involvement in a plan, devised by Romulan dissidents, to smuggle their supporters out to Federation space.

In 2369, **Major Rakal** of the **Tal Shiar** comes aboard the *Khazara* and orders the ship to take on a secret cargo and then head for the **Kaleb sector**. Commander Toreth has no love for the Tal Shiar but, well aware of the power of the secretive organization, she has no choice but to reluctantly follow orders. Unknown to Toreth, 'Major Rakal' is in fact a Starfleet officer, **Deanna Troi**, in disguise, and the cargo is three Romulan dissidents – **Vice Proconsul M'ret** and two of his top aides – who are defecting to the Federation with the help of **Spock**. Their new course will lead them to a cargo freighter which will then take them on to the Federation.

Plan runs into problems

When the *Khazara* arrives at its new coordinates, Troi senses that the captain of the cargo freighter has no intention of keeping his word. She informs N'Vek, and he destroys the freighter. Rakal then orders the *Khazara* to hold position and wait. Soon after, as they are preparing to fly into Federation space and head for the Federation base on **Draken IV**, a Federation vessel, the **U.S.S. Enterprise NCC-1701-D**, arrives. Toreth plans to slip away under the protection of the *Khazara*'s cloaking device as she sees no need for a confrontation, but 'Rakal' and N'Vek, along with the help of a sympathizer in Engineering, cause a small imbalance in the warp engines that will allow the *Enterprise* to track the *Warbird*.



The *KAZARA* comes face to face with the *U.S.S. ENTERPRISE NCC-1701-D* after a sabotaged warp core gives away the cloaked ship's position.

As soon as Toreth realizes that the *Enterprise* is tracking her ship, she plans to attack them, but 'Rakal' stops her by taking over command of the vessel. 'Rakal' is then able to ensure the safe transport of the dissidents by beaming them over to the *Enterprise* under cover of a low-level blast the *Khazara* fires at the ship. 'Rakal' is then beamed back to her own vessel, but N'Vek is killed by the *Khazara*'s pilot. Commander Toreth and the crew of the *Khazara* are then presumably left to explain the events to their superiors. The outcome of this, and the subsequent history of the *Imperial Warbird Khazara*, are unknown to the Federation.

THE KHAZARA'S INTERIORS

Generous space

As with most *Warbirds* of this era, the interior colors of the *Khazara* are earth tones. Vertical green glowing strips adorn the walls; their exact purpose is unknown. Corridors are punctuated by vertical lines of blue light.

The bridge of the *Khazara* is round; the commander's chair stands alone in the center, surrounded by banks of bright white floor lights. Other members of the bridge crew face outward at the perimeter. Two crew members work at a single console behind the commander's chair, and the pilot stands forward and to the right of the commander. The main viewscreen, at the front of the bridge facing the commander's chair, has the stylized outline of a bird with its wings spread.

Officers aboard the *Khazara* dine together at a single large table in a wardroom just off the bridge. The chairs have artistically designed, complex backs.

Guests aboard the ship have private quarters. Each room features a glowing insignia of the Romulan Star Empire, and a large diamond-shaped mirror which can be lit by long lights at the lower edge.

Cargo containers are stored in a large, airy cargo bay. The containers are brown, and narrow at each end.



As on Starfleet and Klingon vessels, the commander's chair is in the center of the bridge.



Fruit and a dish called viinerine are among the food served in the officers' dining quarters.



Personal quarters on the *KAZARA* are spacious and comfortable, with a table and chairs as well as a bed.



In 2369, the *KAZARA*'s cargo bay carries a very unusual cargo – dissidents defecting to the Federation.

FILE 51 FERENGI PERSONNEL

Brunt: FCA Liquidator

Brunt is a loyal servant of the Ferengi Commerce Authority. His position gives him the power to ruin entire families in an instant, and there is no one he would rather bring down than Quark.

To say that Brunt is both one of the most hated and feared persons on Ferenginar would not be much of an exaggeration.

Every Ferengi male spends his entire life building assets, through means both fair and foul in order to gain power, prestige, and a front-row seat in the **Great Afterlife**. Brunt is one of those who can destroy a lifetime's cunning and courage with a single entry on a **PADD**; Brunt is a **Liquidator**.

He is, in fact, the **Official Liquidator** for the dreaded **Ferengi Commerce Authority**.

This is a job that Brunt loves. He has the authority to threaten, destroy, and impoverish his prey. It's a wonderful life. Not only can he use his position of power to amass a personal fortune, through

bribes and confiscation of enough hidden assets to even buy his own spaceship, but, best of all, he has the power to ruin entire families and send them destitute and penniless out into the cold, endless downpour of Ferenginar.

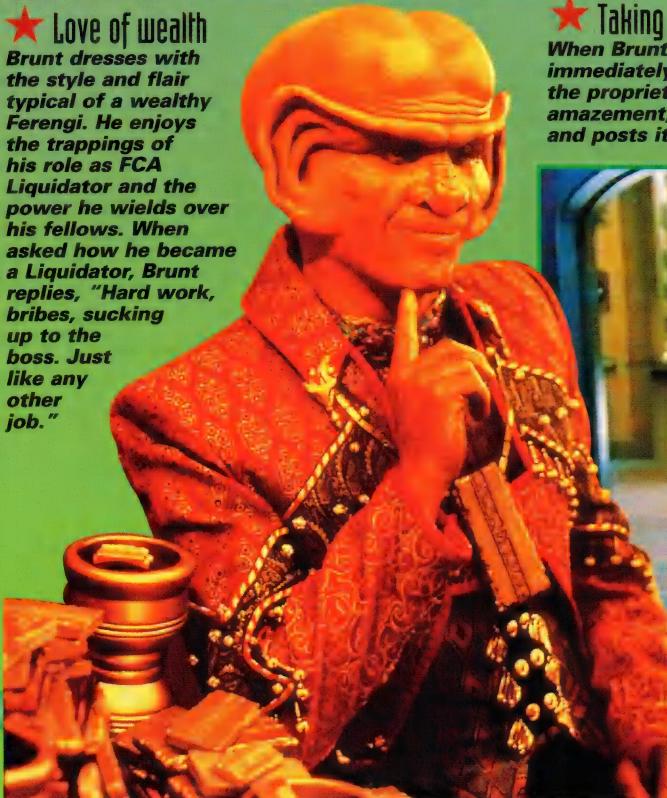
Follower of the rules

Brunt is more meticulous in his devotion to duty and the **Rules of Acquisition** than most of his colleagues, which is why he has risen so far, so fast. He has strived to achieve his present position through diligence, hard work, appropriate bribes at the right time to the right people, and, of course, sucking up to the boss. Just like any other Ferengi in any other job, only Brunt does it better than anyone.

The FCA, where Brunt is employed, is like the tax

POWER OF A LIQUIDATOR

★ Love of wealth
Brunt dresses with the style and flair typical of a wealthy Ferengi. He enjoys the trappings of his role as FCA Liquidator and the power he wields over his fellows. When asked how he became a Liquidator, Brunt replies, "Hard work, bribes, sucking up to the boss. Just like any other job."

**★ Taking account**

When Brunt arrives at **DEEP SPACE NINE**, he immediately heads for Quark's bar and informs the proprietor who he is. Then, much to Quark's amazement, Brunt serves a writ of accountability and posts it on the wall.

**OTHER CARDS IN THIS FILE...**

1 QUARK
5 GRAND NAGUS ZEK
6A BRUNT: LIFE AFTER THE FCA

SEE OTHER FILES...

THE FERENGI ALLIANCE.....File 14
STAR TREK: DEEP SPACE NINE.....File 70

PROFILE ON BRUNT

NAME: Brunt

LIFE FORM: Ferengi male

OCCUPATION: Liquidator for the Ferengi Commerce Association (FCA).

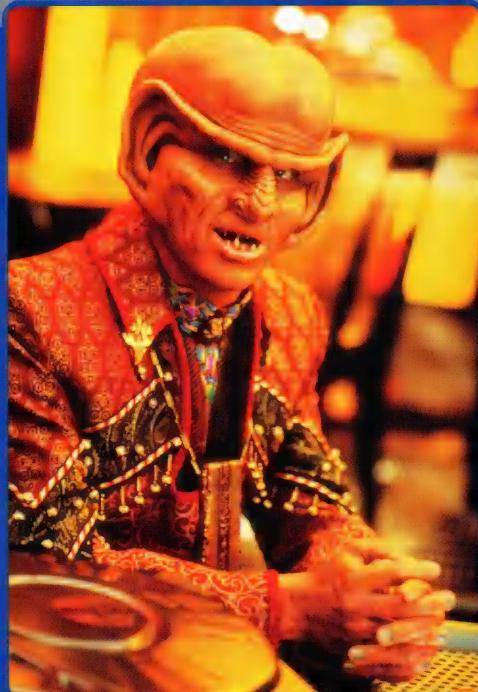
REMARKS: Brunt is a traditional Ferengi who likes to see the Rules of Acquisition followed to the letter.

DERLINGS WITH QUARK: 2371: Investigates Quark's mother Ishka, who has been illegally acquiring wealth.

2372: Investigates an illegal union formed at Quark's bar.

2372: Bids 500 bars of latinum for Quark's remains when Quark thinks he has a terminal disease.

FIRST SEEN: 'Family Business' [DS9]



Brunt is very fond of the power and prestige brought to him by his position as Liquidator for the Ferengi Commerce Association. He sees Quark as a nemesis whose mother Ishka is out of control.

**★ Initial charges**

When Quark is first investigated by Brunt, he is charged with violating Ferengi Trade By-Laws subsection 1027, paragraph 3: improper supervision of a family member.

Brunt: FCA Liquidator

collection services that once existed on Old Earth.

The FCA appears to have a single mission: to squeeze whatever it can from any Ferengi businessman who might have strayed into uncharted territory by not following the Rules of Acquisition to the letter. Ignorance of the Rules is no excuse, since every Ferengi child learns them in school and at home.

Bribery begins at work

Being one of the FCA's foremost Liquidators, Brunt maintains an office on the 40th floor of the **Tower of Commerce** on the Ferengi homeworld. With seven slips of **latinum** required to use the elevator and several more slips needed to just to get past the secretary, Brunt finds even the

shortest appointment profitable.

But office work is less profitable than field assignments. When a Ferengi is suspected of straying from the path and conducting unbusinesslike activities, the FCA sends in the Liquidator to clean things up.

This usually begins by having a Liquidator arrive unannounced and issue a **Writ of Accountability**. To a Ferengi, a Writ of Accountability is an economic death warrant. To be found guilty of concealing financial information from the FCA is to face the most severe of consequences.

When presenting a Writ, after an initial bribe from the accused, Brunt will identify the charges by quoting the subsection by number. The accused must then come up with more latinum slips to obtain a

copy of the by-laws to learn exactly what he's been charged with.

Not only is the accused responsible for his own actions, but those of his family and relatives as well. When **Quark's** mother **Ishka** is caught violating Ferengi law by earning profit, Brunt gives Quark three days to obtain an admission of guilt. Otherwise Ishka will be placed in indentured servitude and Quark will be required to make full restitution for her crimes.

The Rules are everything

To Brunt, breaking any of the Rules of Acquisition is a misdeed deserving the highest punishment. When he learns that Quark's Ferengi employees are actually attempting to form a union, he demands that they immediately return to work, or else their financial accounts on Ferenginar



will be confiscated, their families fined, and all their trading permits revoked. He is prepared to see them ruined, reduced to utter destitution.

It may seem harsh, but Brunt actually would enjoy transporting them all back to Ferenginar. There, he could have them taken to the Spire of the Tower of Commerce. While crowds gathered in the street below, Brunt would have shoved them off, one by one. Small children would place bets on where their bodies landed. Then their splattered remains would be sold as feed mulch for **gree worms**.

Destroying an enemy

Brunt loves to threaten inflicting this fate upon Quark, whom he considers to be his arch enemy; he is particularly obsessed with ruining the barkeeper ever since Ishka's illegal profit-making was discovered in 2371. The Liquidator keeps his lobes peeled for news of Quark's activities.

In 2372 Brunt tries to end the illegal strike at **Quark's bar** by any means necessary, including having his **Nausicaan** enforcers assault Quark. Liquidators often employ enforcers who will act when threats alone are not enough. Nausicaans, who love violent games of any sort, are particular favorites of the FCA in such situations.

After these run-ins with Quark, Brunt becomes convinced the **Deep Space Nine** barkeeper is a menace to the Ferengi. He tells Quark, rather poetically, that he is a disease, a festering tumor on the lobes of Ferengi society.



The liquidator
Brunt relishes his job; he enjoys seeing other Ferengi squirm when confronted with the possibility of being closed down, and he will end any unofficial labor disputes by any means necessary.



Just cause
With a mother who earns profit and wears clothes and a nephew who joins Starfleet, Brunt has more than enough ammunition to bring Quark down. Brunt would love to see Quark's mother begging for scraps of food on Ferenginar.

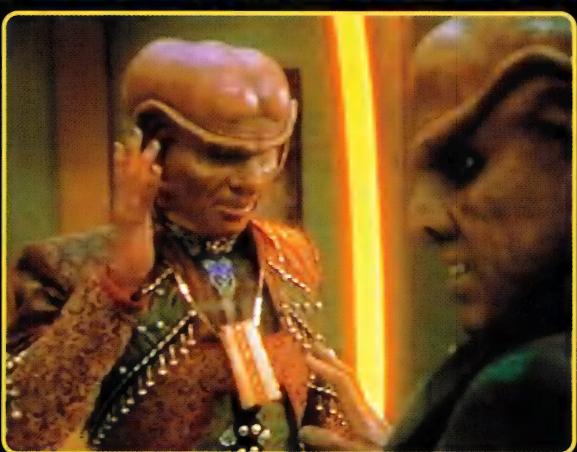
CONSTANT PURSUIT

Quark hounded

After a trip to Ferenginar, Quark announces to his brother Rom that he is dying. When Brunt finds out about Quark's impending demise, he buys the contract for the vacuum desiccated remains of his corpse.

When Quark fails to die, he effectively breaks his contract with Brunt. The FCA Liquidator is exhilarated, and slaps on a Ferengi writ that revokes Quark's business permit, confiscates his assets, and forbids any business or employment association with other Ferengi.

Quark does eventually win a revocation of the writ from Grand Nagus Zek in 2373, after foiling Brunt's attempt to become Nagus himself. Brunt has the power to revoke Quark's license again, but chooses not to – he'd rather wait for the opportunity to see Quark make an even bigger mistake.



Profit, loss and the rules
When Brunt confronts Quark with his transgressions, he offers the barkeeper evidence of the rules and regulations he has broken, usually to Quark's amazement.



Wesley Crusher: Genius

Wesley Crusher's impressive intellect has saved the lives of the *U.S.S. Enterprise NCC-1701-D* crew on more than one occasion, but it eventually leads him to explore new, more challenging frontiers than those of normal space.

Wesley Crusher possesses extraordinary mental powers. His innate genius, his dedication to learning, and his personal maturity in handling these talents is obvious from an early age. Yet the special psychic gift that allows him to fathom an entirely new dimension, separates him from other humanoids. This gift leads him to eventually abandon his goal of becoming a **Starfleet** officer and to instead follow the **Traveler**, an alien from **Tau Alpha C** with whom he will explore these other dimensions of existence. Wesley's destiny lies in surrendering to his unique mental gift.

There are signs of Wesley's genius at a very early age. At 15 years of age, only weeks after coming aboard the **U.S.S. Enterprise NCC-1701-D** with his mother, his scientific knowledge of repulsor beams is

instrumental in saving the ship from a collision with a stellar core fragment.

Wesley is instantly recognized as special by the Traveler, who meets him soon after and sees that even at this young age, Wesley is able to visualize complex mathematical concepts with great dynamism.

Talents recognized

The Traveler can use his body and mind as a conduit for a different dimension of space, time, and thought. In practical terms, he can move a ship millions of light years away in a matter of minutes. He senses that Wesley possesses something of this ability too, and encourages him to begin expanding his rare gift.

Wesley has access to a cognitive dimension that other humans do not. The Traveler describes Wes's abilities as akin to the 18th century human musician, Mozart, commonly regarded as a supergenius.

PROFILE ON A YOUNG GENIUS

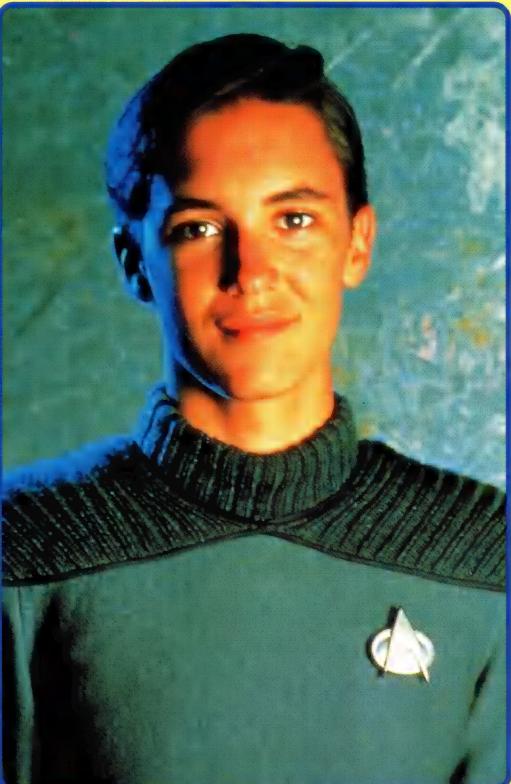
NAME: Wesley Crusher

LIFE FORM: Human male

CURRENT STATUS: Exploring the Galaxy with the Traveler.

FAMILY: Beverly Crusher [mother], Jack Crusher [father, deceased].

REMARKS: The Traveler recognizes Wesley's incredible abilities the first time they meet. As Wesley grows, so does his intellect, and he gradually realizes that a Starfleet career is not the ideal choice for him. A third meeting with the Traveler sends him off on a new path.



▲ Wesley becomes a regular on the bridge of the *U.S.S. ENTERPRISE* at the age of only 15. His scientific and engineering expertise matches that of officers who have trained for years, making him an invaluable member of the starship's crew.

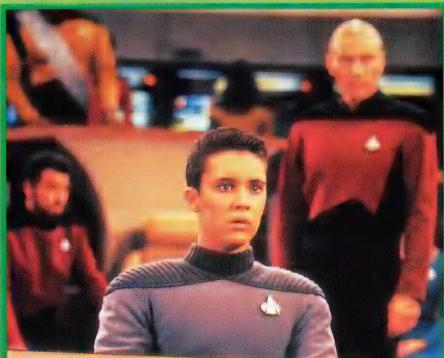
responsibility and good character.

Wesley first attempts to enter **Starfleet Academy** just before his 16th birthday. Though he is not accepted the first time, it

is clear that he is extraordinarily fast and adept at all the intellectual tasks. He is even generous to the competing cadets.

However, none of this comes without hard work.

EARLY PROMISE



★ Career path at a crossroads

Wesley serves admirably as an acting ensign on the *U.S.S. ENTERPRISE*, but his genius is destined to lead him elsewhere.



★ On the bridge

On his first visit to the bridge, Wesley impresses Captain Picard with his grasp of the ship's command functions.

★ Working it out

Wesley finds a way to free his mother from a diminishing subspace warp bubble in which she has become trapped.

Wesley Crusher: Genius

Wesley studies a great deal and can recall facts quickly when necessary, even under stress. When he encounters an aggressive individual during a trick test at the Academy, he instantly recognizes the **Zaldan** trait of webbed hands. Wesley surprises all involved by yelling back, an action that is polite and appropriate in Zaldan culture. **Mordock**, the **Benzite** cadet who eventually beats Wesley to the one available Academy place, admits that he would have failed that particular test.

Wesley's knowledge ranges from advanced genetics to **Federation** law. He constantly impresses the accomplished adults around him with his command of different intellectual fields and his practical skills in starship operations. In preparation for working with a new person, he will voraciously read all their published works, and anything written about them. There are no areas of study that are beyond his grasp. Often it seems that he has an encyclopedic memory, with complete recall of everything he has ever read.

Scientific genius

The disadvantage of Wesley's extraordinary mind is that he often misses out on a normal adolescence because of his genius and devotion to his work. His best friends are **Chief Engineer Geordi La Forge** and the android **Data** rather than children of his own age. But he does not seem to mind

★ Mentor

The Traveler is one of the first to notice Wesley's genius; he encourages him to develop it.



this; he is happier talking science with men twice his age than he is in playing childish games.

Wesley has a particular ability with science, engineering, and mathematics. He uses scientific method as well as anyone on the *Enterprise*, and is often the first crew member to see a solution to a complex problem. Wesley uses a combination of higher reasoning and common sense in his deductions, very much like his mother. He will carefully analyze the phenomenon that he is experiencing, make hypotheses and test them. He is aided by the depth of his knowledge in so many

★ Recognition

Only Wesley notices when Lore incapacitates Data and takes his brother's place.



fields, and his practical skills.

Wesley is very much a hands-on genius. Not only does he know exactly how his electronic instruments work, but when he needs to he can take them apart and modify them. He is able to save Captain Picard's life when their shuttle makes an emergency landing on a brutally hot and dry moon in the **Pentarus** star system and Picard is gravely injured. Wesley alters his **tricorder** with parts of his communicator, and uses the new instrument to sabotage an annular forcefield that is protecting the water supply. Such practical ability requires a good understanding of the mechanical workings of these instruments as well as an appreciation of the science behind them.

★ Ship saved

Wesley's creation of a reversible tractor beam generator in miniature eventually helps save the U.S.S. ENTERPRISE from a potentially devastating collision.

Once addicted, they become very placid and vulnerable to outside control. Wesley, however, because he is so analytical, is more eager to understand how this pleasurable game works than he is to play it. He is suspicious of its grasp on people, and refuses to try it himself until he understands the science behind it. It is this determination that saves the crew.

Despite Wesley's successes aboard the *Enterprise* and later at Starfleet Academy, he begins to question whether a career in Starfleet is the right choice for him. His destiny calls him to go with the Traveler to a different plane of existence, where thought and energy combine in ways that will challenge his intellect far more than life aboard a starship ever could.

BETTER LUCK NEXT TIME

No arrogance

Wesley is a genius, but this is not always all it takes to succeed. He first takes Starfleet Academy entrance exams just before his 16th birthday, barely meeting the minimum age requirement, but his attempt is unsuccessful. Luckily, Wesley does not have the arrogance that could so easily accompany his impressive gifts and, though disappointed, he knows that if at first you don't succeed, it is essential to try again.



★ Parting

When Wesley first takes his Starfleet Academy exams, four cadets are competing for only one available place. Mordock, a Benzite, is the successful candidate, but Wesley is gracious in defeat and the two part as friends.

Avoiding addiction

Wesley's mental aptitudes and ingenuity protect the entire **Federation** from an attempted **Ktarian** takeover in 2368. The Ktarians come aboard the *Enterprise* and distribute a psychotropically addictive game, to which the crew quickly succumb.

"Mozart, who as a small child wrote astonishing symphonies, a genius ... Wesley is such a person."

— The Traveler to Captain Picard



FILE 43 STARFLEET PERSONNEL

Picard and the Borg: Part 1

Jean-Luc Picard is the first Starfleet captain to encounter the deadly Borg. He gets a chance to experience them at close hand when he is assimilated into the Borg collective.

Captain Jean-Luc Picard's relationship with the Borg is one of the most intimate, yet horrendous, relationships a Starfleet officer has ever had with another race. Through a strange and unique series of events, Picard gains a very personal perspective on one of the Galaxy's most dangerous and sophisticated races. And even though his encounters with the Borg come with a high price, each new meeting has ultimately increased both his and Starfleet's knowledge of the race.

Picard and his crew are introduced to the dangerous potential of the Borg in 2365, after Picard's nemesis Q tries to teach him a lesson on the dangers of exploring the Galaxy. With a snap of his fingers, Q sends the *U.S.S. Enterprise NCC-1701-D* into unknown space 7,000 light years away where, he tells Picard, he will have a preview of what is to come. Q doesn't specify

what it is he will find here, but the **Ten-Forward** bartender **Guinan** provides some background on the Borg. She tells Picard that this part-artificial, part-organic life form virtually wiped out her people.

Despite warnings from both Q and Guinan, Captain Picard is keen to initiate first contact with the Borg; he feels duty bound to do so, as this encounter falls within the Starfleet charter to seek out and explore new life forms. When the Borg ship finally appears, Picard is unsuccessful in hailing the vessel.

Contact initiated

Picard finally comes face to face with a Borg scout drone, who has beamed over from his ship, in Engineering. He fails in his attempts to interact with the drone, and is mocked by Q for his inability to comprehend this new race. Still, the captain exhausts all efforts at diplomacy before ordering **Worf** to fire on the Borg intruder, who has been tapping into the ship's systems. Picard

PICARD AND THE BORG

DATE: 2365

EVENT: The *U.S.S. Enterprise* becomes the first Starfleet vessel to encounter the Borg when Q transports the ship to Borg space. Q safely returns the ship when Picard admits that he cannot defeat the Borg; he warns Starfleet of the threat.

DATE: 2366

EVENT: The *U.S.S. Enterprise* engages a Borg vessel which has entered Federation space. The Borg ask for Picard by name, and when he refuses to surrender to them, they assimilate him into the Borg collective.



▲ **Jean-Luc Picard gains an intimate knowledge of the Borg collective when he is assimilated into it. The physical scars of this encounter are soon removed, but the psychological damage caused by the experience remains long after.**

quickly learns one aspect of why the Borg are so dangerous: they are adaptable, and can resist **phaser** fire almost instantaneously.

Captain Picard's *Enterprise* and the **Borg cube** continue a stand-off in an area of space near

system J-25. The true danger of the Borg is revealed when their ship literally carves up a section of the *Enterprise*'s saucer module and removes a whole chunk; 18 crew members are lost.

Superiority admitted

After a high warp speed chase in which the Borg easily match the speed of the *Enterprise*, Picard soon realizes that with the defensive technology currently available to Starfleet ships they stand no realistic chance of either outrunning or outgunning this new foe.

Q tells Picard that this race is like nothing they have ever encountered; they are relentless, and will pursue the *Enterprise* until the ship's fuel is exhausted.



★ **Peaceful attempt**
Captain Picard tries to talk to the Borg drone, but has little success.

Picard concedes that they are, at this time, unable to handle the Borg; he urgently requests Q return his ship to Federation space. This first, deadly Starfleet encounter provides a foreshadowing of Picard's own experience with this highly dangerous race, one that will

ADVANCE WARNINGS



Hard choices

Guinan has knowledge of the danger of the Borg. She suggests that Picard should beat a hasty retreat.



Helping hand

For once, Q's interference has been extremely useful. The Federation can now plan for the coming Borg attack.



Picard and the Borg: Part 1



★ Abducted

When Captain Picard refuses to surrender, he is abducted and taken to the Borg ship.

eventually shape his whole outlook on life.

In 2366, the memory of the encounter of the previous year is still fresh in Picard's mind when it is reported that the Borg have finally reached Federation space. Picard sets to intercept them and soon reports back to Starfleet that the *Enterprise* has engaged the Borg. Curiously, the Borg want the captain to surrender himself to them, but he eludes them in a dust cloud nebula. In a truthful moment, he admits in his log that no matter what Starfleet's defenses, they may not be enough to stop the Borg. Expecting the worst, Picard even performs a traditional pre-battle tour of the ship. Not

abandoning hope, Picard says to Guinan that, although it may be a conceit, they may yet prevail over the Borg.

Assimilation

Refusing to surrender to the Borg, Picard is abducted from the *Enterprise* and assimilated into their **collective**; they want him to act as a human interface, and plan to exploit his tactical knowledge to help defeat **Federation** forces. With Picard's new designation as **Locutus of Borg**, he quickly shows his value to them. His knowledge helps to foil the *Enterprise*'s attack and he later leads a successful assault that culminates in the devastating

★ Assimilated

On the Borg ship, Picard is assimilated into the collective and is given the name Locutus.



"The knowledge and experience of the human Picard is part of us now."

— Picard as Locutus

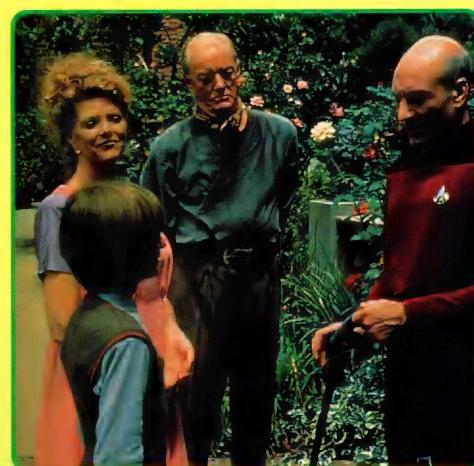


★ Allied with the enemy

As Locutus, Picard leads the Borg assault on the Federation at the Battle of Wolf 359; he helps to inflict devastating losses.

★ Recovery

After his ordeal with the Borg is over, Jean-Luc takes leave on Earth, where he visits his brother Robert and his family.



TAKEN AND USED

Unwilling ally

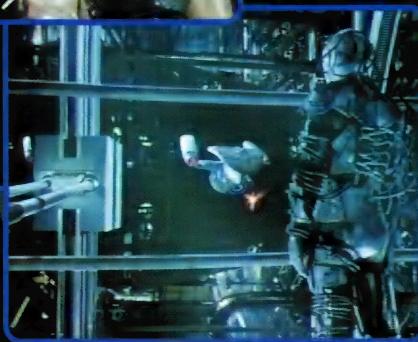
The Borg address Picard by name when they encounter him for the second time. He is then abducted to act as an interface between them and the Federation. Picard clearly has an influence on the Borg; the repercussions of this event will become apparent over and over again in future encounters between the Starfleet officer and this deadly race.

★ Personality suppressed

Picard as Locutus recognizes Worf as a Klingon species type. Instead of greeting him as a friend, he quotes explicit instructions on how to kill a Klingon. The real Picard is still struggling to break through.



★ Taken
A Borg drone transports onto the bridge of the U.S.S. **ENTERPRISE** and disables Picard to transport him back to the **BORG CUBE** before anyone can intervene.



★ Attacked by old friends
The Borg use Picard's knowledge of Starfleet tactics and defenses to attack his colleagues. Locutus betrays no emotion as he watches the Borg attack his old ship at the Battle of Wolf 359.

word "sleep". Data manages to use this to send a message to the Borg, which results in a feedback loop that destroys their ship. Unfortunately for Picard, he remembers everything about his horrific assimilation, including the deaths he caused in the battle with Starfleet. Picard also recalls the brilliant strategic moves by what he assumes is now his former first officer, **Commander Riker**.

Lasting effects

Picard's membership in the Borg collective as Locutus lasts only six days, but this is long enough for him to undergo radical invasive surgical implants to his physiology. He becomes, in effect, a new life form during this time: part-organic and part-machine. Even after he is rescued and removed from the collective and has his implants extricated, an essence of his Borgness remains with him. It is this intimate knowledge of the inner workings of the Borg, their psychology and physiology, that will affect his dealings with them from this point on. It also results in deep emotional scarring. To help him recover, Picard is given leave and visits his family on Earth.

Eymorg Equipment

The crew of the *U.S.S. Enterprise* find themselves in trouble when a member of the Eymorgs, a race who no longer understand their own technology, steal Spock's brain. Only by using other mysterious Eymorg devices can Spock's friends hope to save his life.

If all the strange devices encountered by **Starfleet** officers during their travels, few have been as bizarre as the equipment used by the **Eymorg** population of **Sigma Draconis VI**. The planet once boasted a thriving, technologically advanced civilization, but when an ice age struck suddenly, the society was devastated. Some females managed to survive in bunkers beneath the surface; most of the males were forced to struggle for survival on the glacial surface. In these difficult conditions, neither sex retained the engineering knowledge their race had acquired; scientific advances made over centuries were lost in an instant.

Ancient knowledge

By the 2260's, the only remnants of this technology exist below the surface, in the possession of **Eymorgs**, who no longer understand how it works.

The surviving equipment is operated by **The Controller**, a disembodied brain whose thoughts keep the equipment running. The brain lasts for 10,000 years, but after this time it has to be replaced. The knowledge of how to do this, including information on how to transport to passing ships, apprehend members of its crew, surgically remove a brain, and install it into the Controller, is contained in the databanks of **The Teacher**, a taped storehouse of all the ancient knowledge of the Sigma Draconis civilization.

Instant abilities

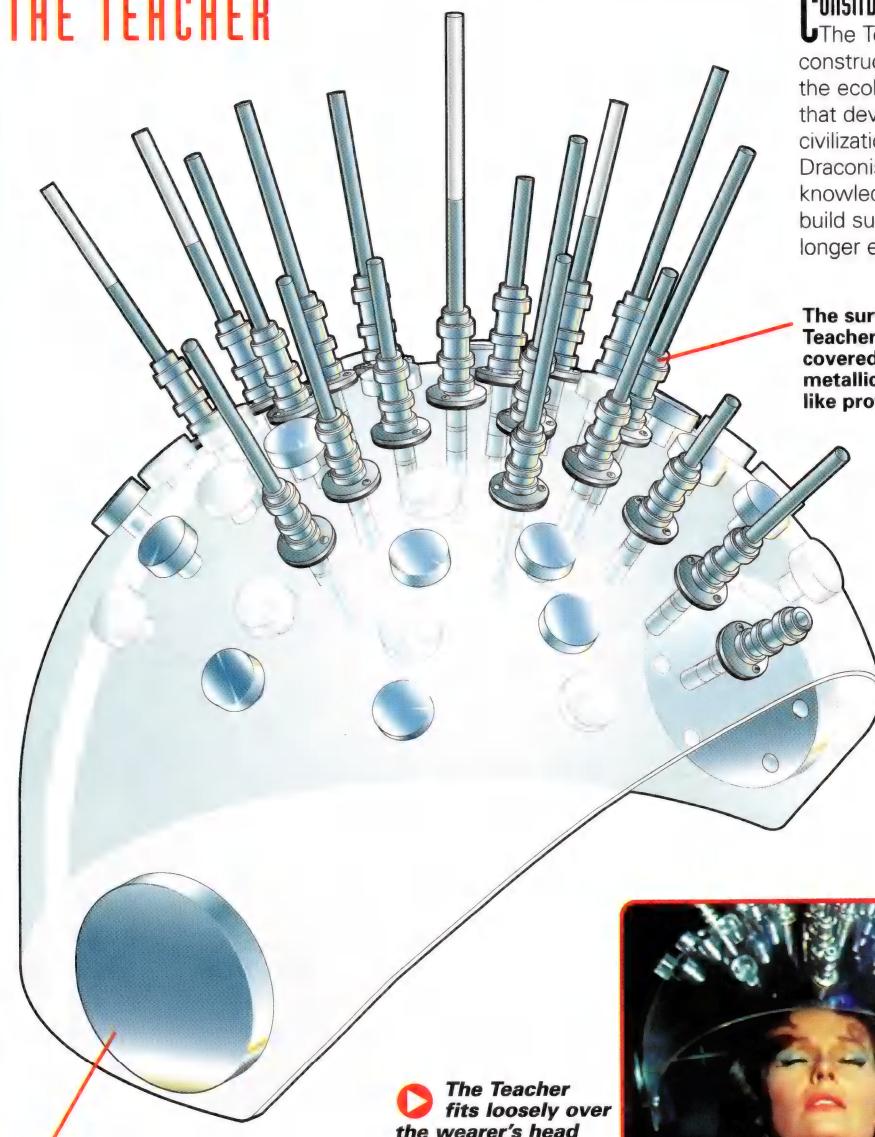
The Teacher resembles a transparent helmet from which several antennae protrude; its circuits feed directly into the minds of its user. By using the Teacher, the Eymorgs can be given the temporary knowledge to carry out

delicate tasks that are feats of engineering genius. But the knowledge soon fades, leaving the women with no knowledge of what they have done nor of how they accomplished it.

More frequently-used equipment, but devices that are no more understood, are a weapon bracelet worn on the left wrist and a pain-giving belt, known as a **trainer belt**, used to maintain good

Kara easily disables the bridge crew of the *U.S.S. ENTERPRISE* by touching a button on her bracelet. By touching the button again, she can also affect crew members in other areas of the ship.

THE TEACHER



The main body of the helmet is constructed from a transparent material.

The Teacher fits loosely over the wearer's head and temporarily provides advanced knowledge. But the effect soon fades.



Construction

The Teacher was constructed before the ecological disaster that devastated the civilization of Sigma Draconis VI. The knowledge of how to build such devices no longer exists.

The surface of the Teacher device is covered with metallic, antennalike protrusions.

Eymorg Equipment

behavior among male slaves.

The weapon bracelet is a wide metallic band that fits around the wearer's wrist, attached to which is a small, triangular device with five buttons. By touching one of these buttons, the wearer can cause unconsciousness in those around her to an impressive distance. The wrist device controls the beam that attacks her victims,

and can also be used to wake slaves wearing the trainer belts, to cause pain to the same slaves, and to release the belts' fastenings. Wearing the belts seems to make the victim more susceptible to the attacks rendered by the bracelet.

If the male slaves disobey an order, the females use the bracelet to administer pain. This keeps the males under control.



► The trainer belts allow Kara to inflict pain on their wearers, reducing them to their knees.

▼ The weapon bracelet fits neatly onto Kara's left forearm and is operated by her right hand.

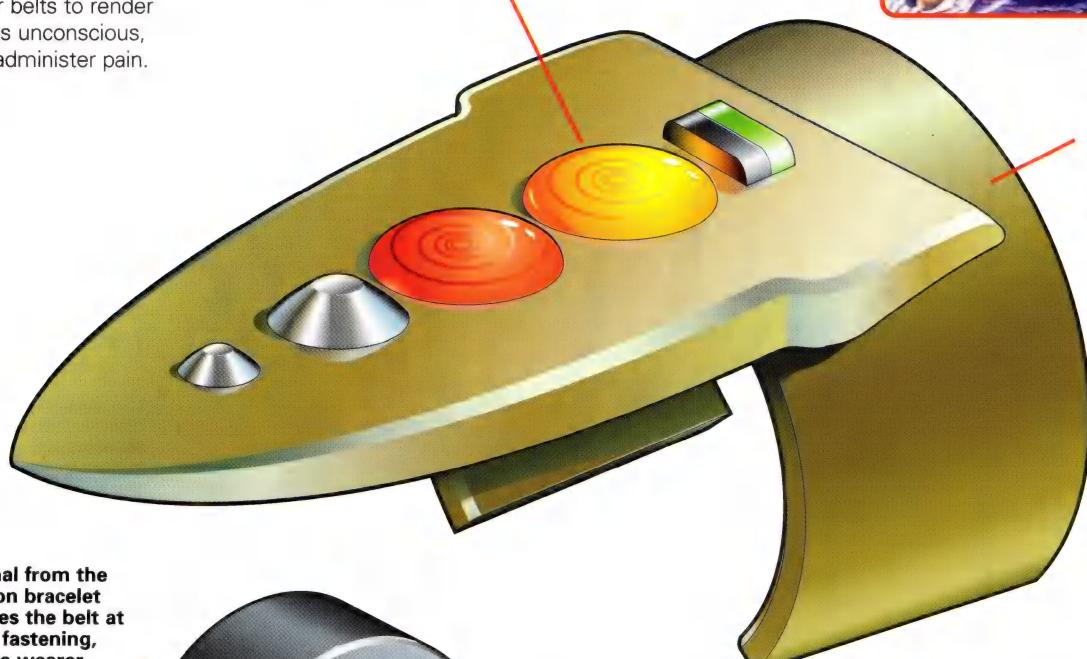


WEAPON BRACELET AND TRAINER BELTS

Painful control

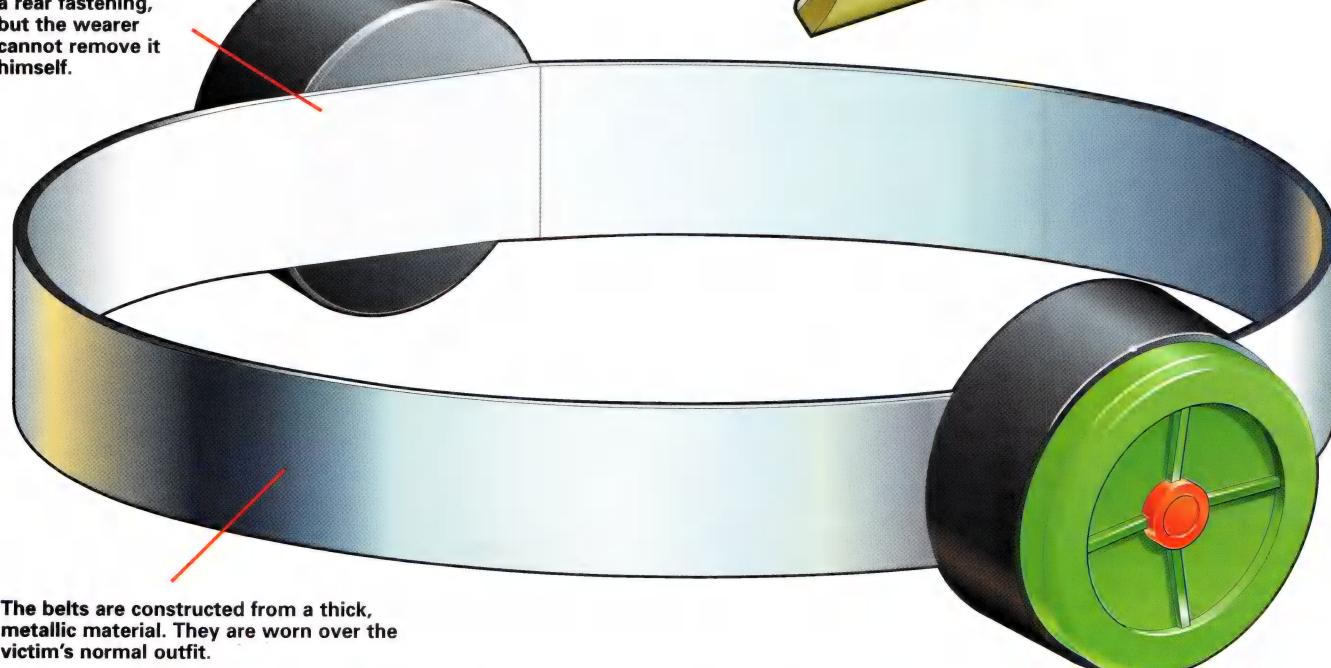
The weapon bracelet can be used independently or in conjunction with the trainer belts to render victims unconscious, or to administer pain.

The weapon bracelet is controlled by pressing the buttons.



The bracelet section fits around the wearer's wrist; the actual controls are located on the triangular section that points forward.

A signal from the weapon bracelet releases the belt at a rear fastening, but the wearer cannot remove it himself.



The belts are constructed from a thick, metallic material. They are worn over the victim's normal outfit.



'Half a Life'

Lwaxana Troi falls in love with Dr. Timicin, a scientist from Kaelon II, only to discover that, in accordance with his people's traditions, he has to commit ritual suicide on his fast-approaching 60th birthday.

Betaized Ambassador Lwaxana Troi has returned to the **U.S.S. Enterprise NCC-1701-D**. She insists on joining **Captain Picard** when he welcomes aboard **Dr. Timicin**, Kaelon II's leading scientist. Timicin finds Lwaxana "vibrant"; her interest grows when she learns he is a widower.

The *Enterprise*'s assistance could save Kaelon II from extinction; the ship's **photon torpedoes**, modified by helium fusion, may refire the planet's dying sun. The only other choice is to evacuate the planet.

The next day, the *Enterprise* arrives at the **Praxillus system**, in order to conduct Timicin's helium ignition test on a sun very similar to that of Kaelon II. Unfortunately, once the torpedoes are fired, it becomes clear the experiment has not been a success.

Ritual termination

Picard contacts **Kaelonian Science Minister B'Tardat** and informs him of this setback. Lwaxana suddenly bursts in; she has learned from Timicin that when a member of his planet reaches the age of 60 – as he will soon – they have to commit suicide in a ritual known as **The Resolution**. Lwaxana insists that Picard refuse to return the scientist, but he reminds her that the **Prime Directive** prevents him from interfering.

When Timicin discovers he needs more time to perfect his experiment, he asks Picard for asylum on the *Enterprise*. B'Tardat is outraged. **Dara**, Timicin's daughter, beams onto the *Enterprise*. She feels ashamed of her father, and asks him to return home. For Dara, tradition is more important than Timicin's work; life past 60 would be an insult to the people of Kaelon II.

Timicin tells a heartbroken Lwaxana he has decided to return home; even her love isn't enough to keep him alive. In the transporter room, Timicin tells Picard that when it is time for another test, other scientists will seek help from the *Enterprise*. Lwaxana arrives; she has agreed to participate in Timicin's Resolution. Lwaxana has realized that rituals, however "wrong-headed", help structure societies.

ON SCREEN...



1 Captain Picard, accompanied by Lwaxana Troi, welcomes Dr. Timicin of Kaelon II aboard the U.S.S. ENTERPRISE.



2 The ENTERPRISE crew test Timicin's experiment on a sun similar to that of Kaelon II, but the results are unsuccessful.



3 Lwaxana asks Picard to protect Timicin from The Resolution, but he cannot interfere with the customs of another race.



4 Lwaxana and Timicin enjoy a passionate embrace. Soon after, his attitude toward The Resolution is not so clear-cut.



5 Timicin's daughter is horrified by his decision to ask for asylum, even though his continuing to live could give him time to perfect his experiments and save their sun.



6 Timicin decides to return to Kaelon II and go through with The Resolution. Lwaxana is disappointed by his decision, but chooses to accompany him to the ritual.

CAPTAIN'S LOG STARDATE 44805.7

"For generations, the people of Kaelon II have been working to revitalize their dying sun. The Federation has offered to assist in testing what may be a solution to this problem."

STARSHIP FACTS

This mission is Starfleet's first contact with the reclusive people of Kaelon II.



FILE 69 STAR TREK: THE NEXT GENERATION

'The Host'

Commander Riker risks his life by acting as a temporary host for a Trill symbiont with whom Dr. Crusher has fallen in love. Beverly's feelings are at first confused, but she soon finds that her love for the Trill does not survive a more permanent transfer.

Dr. Crusher has fallen in love with Trill Ambassador Odan, who is traveling to Peliar Zel aboard the **U.S.S. Enterprise NCC-1701-D** for diplomatic negotiations. **Governor Trion Leka**, Peliar Zel's **Federation** representative, is delighted to see Odan; his familiarity with the planet's history and politics make him the ideal negotiator.

The inhabitants of Peliar Zel's **Alpha Moon** have found a way of directly tapping into the planet's magnetic field, and now rely on it for their energy. But the energy field threatens settlers on **Beta Moon** with medical problems and even global warming. Alpha refuses to give up its energy source, and both sides are currently arming for war.

Commander Riker escorts Odan to Peliar Zel in the **Hawking**. As it nears its destination, the shuttlecraft is hit by an unidentified vessel; Odan is badly injured in the attack. Riker manages to pilot the damaged craft back to the *Enterprise*, and Odan is taken straight to sickbay, where Dr. Crusher discovers that the Trill are a joined species; Odan is the host for a symbiont that lives in his abdomen.

New bodies for Odan

Odan passes away. It will be 40 hours before another Trill can reach the *Enterprise*, but the symbiont will die within a few hours unless placed in another body. Riker volunteers to act as a temporary host; Dr. Crusher implants the symbiont, and he begins to take on Odan's characteristics, including the Ambassador's love for Beverly.

Riker/Odan convinces **Kalin Trose** of Alpha Moon and **Lathal Bine** of Beta Moon that he can replace Odan for the negotiations, and they are a success. The Peliar Zel delegates are beamed back to their ships, and the *Enterprise* sets a warp nine course to intercept the Trill vessel.

Odan's new host arrives; Beverly is stunned to find that it is a woman, **Kareel**. Kareel tells Dr. Crusher that her feelings have not altered, but Beverly says she is not accustomed to such changes. Kareel/Odan understands, and the couple part, knowing they will never forget one another.

STARSHIP FACTS

Odan's 'father', who had previous dealings with Peliar Zel, was the symbiont in its former host body.

PERSONAL LOG DR. BEVERLY CRUSHER

"Began an analysis today of the respiratory problems being experienced on the Beta Moon of Peliar Zel. Finally got an actual letter from Wesley – topped the class in exobiology, but he's still struggling in ancient philosophies. And, there's someone new in my life ..."

ON SCREEN...



1 During the 10-day trip to Peliar Zel, Dr. Beverly Crusher has fallen in love with a handsome Trill ambassador. Her feelings appear to be reciprocated; she and Odan are very close.



2 The U.S.S. ENTERPRISE is transporting Ambassador Odan to Peliar Zel. Thirty years earlier, his father negotiated a peace treaty between the planet's two moons, but now there is a new dispute.



3 Odan is injured in a shuttle crash, and Beverly discovers that the Trill are a joined species; inside the humanoid host body is a smaller symbiont.



4 Odan's host body dies. It will be two days before another Trill can arrive. Riker volunteers to be a temporary host, and takes on Odan's personality.



5 The inhabitants of Peliar Zel's moons agree to let Riker/Odan continue the negotiations. He helps them to reach a peaceful agreement.



6 Odan's new host body arrives, but Dr. Crusher is upset to find that it is a woman, Kareel. Kareel wants to continue the relationship, but Beverly is unwilling.



FILE 70 STAR TREK: DEEP SPACE NINE

'Shadowplay'

Jadzia Dax and Odo beam down to an isolated village beset by mysterious disappearances. When a young girl leads them to the edge of a wood beyond which the villagers cannot pass, the true nature of the community is finally revealed.

In the **Gamma Quadrant**, Dax and Odo locate the particle field they have been sent to investigate. It is composed of rare **omicron particles**, and seems to be emanating from the planet below.

Odo and Dax beam down to a small village nestling in a valley. The omicron particles interfere with Jadzia's **tricorder**, but she still manages to pinpoint the source of the field, a matter/antimatter generator in the village square. As she and Odo begin to inspect it, they are apprehended by a man who suspects that they might be behind 22 mysterious disappearances from the village. They manage to convince him this is not the case, and he accepts their offer of help.

Odo and Dax are taken to meet **Rurigan**, the village elder. His daughter **Anetra** is one of the missing; she was last seen alive by her daughter, **Taya**. The little girl tells Odo that nobody ever leaves the valley.

All an illusion

Dax discovers that the village and its people are holographic projections created by the generator's omicron field. After being shown proof, the people accept that Dax is telling the truth and she gains their consent to shut down the generator to correct the fault that is causing the disappearances.

The village and its inhabitants vanish once the field is switched off, except Rurigan, who is a real person. He explains that he lived on **Yadera Prime** until the **Dominion** took it over; using a holodeck, he recreated his old way of life on this new planet. For 30 years he lived with his extended holographic family, and saw them grow old, marry, and even die.

Believing his dream to be over, Rurigan asks to be taken back to die on Yadera Prime, but Odo convinces him not to turn his back on his loved ones. The repaired generator is reactivated; the villagers return to life, and Taya is reunited with her mother. Just before Dax and Odo return to their *Runabout*, Rurigan asks them not to tell the villagers that he is their 'creator'.

STARSHIP FACTS

The holodeck on Yadera Prime is run on matter/antimatter using omicron particles. The device is so sophisticated that the people it creates take on sentience.

ON SCREEN...



1 From their **RUNABOUT**, Dax and Odo locate a strange particle field. It seems to be located in a valley on the second planet of the system.



2 As Odo and Dax inspect the generator in the village square, they are apprehended by a villager brandishing a weapon. He tells them that his name is **Colyus**, and says that he is his people's 'Protector', a position he has held for more than 10 years.



3 Rurigan, the village elder, has lost his daughter Anetra to the mysterious disappearances. His granddaughter gives Odo some interesting information.



4 Taya shows Odo and Dax to the edge of the woods that circle the village. When she attempts to join them beyond the woods, she too begins to disappear.



5 Dax discovers the cause of the problem: the villagers are holographic projections, and their generator needs to be repaired. Dax gets their permission to shut it off, and when she does so, they disappear.



6 The generator fault is corrected, and the villagers reappear. They are now aware of the nature of their existence, but not who created them. Rurigan asks Odo and Dax not to reveal his secret.



FILE 70 STAR TREK: DEEP SPACE NINE

'Playing God'

While acting as field docent to a young Trill initiate, Jadzia Dax unwittingly discovers a sentient and potentially deadly protouniverse in the Gamma Quadrant, presenting Commander Sisko with an ethical dilemma.

Arjin, a Trill initiate, arrives on *Deep Space Nine*. Dax is to be his field docent; she will help decide if he is suitable to be joined with a symbiont.

The next day, Jadzia and Arjin take the *Mekong* into the **Gamma Quadrant**. Arjin proudly lets Dax know he has level five flight experience. His father was a pilot instructor at the **Gadena Post** for 40 years; his dying wish was that Arjin become joined.

Arjin knows **Curzon Dax** acted as Jadzia's docent, and that he recommended Jadzia's initiate period be terminated. Jadzia assures Arjin that this has left her determined not to give initiates a hard time, but she is coming to feel he is arrogant and directionless.

The *Mekong* briefly loses stability after impacting with a **subspace** interface pocket; an unidentified mass from the pocket snags onto the ship's nacelle. Dax decides to study this "subspace seaweed" back on the station, and discovers it is a protouniverse in the earliest stages of formation. It is growing at such a rate that it will soon displace her own universe; it is also exhibiting signs of sentient life, making its destruction an ethical dilemma for **Commander Sisko**.

Ethical dilemmas

While Dax awaits Sisko's decision, she tries to shake Arjin out of his complacency by suggesting that he wants to be joined solely to fulfill his father's expectations. Arjin angrily storms off to drown his sorrows in **Quark's**. Dax follows him; she has decided to give him another chance so that he can discover what he wants out of joining.

Sisko contacts Dax. He intends to return the protouniverse to the interface pocket. A containment field is used to transport the mass onto the **Rio Grande**, and Jadzia asks Arjin to help her pilot the *Runabout* through the wormhole. Arjin has to use all of his piloting skills to reach the Gamma Quadrant and safely abandon the protouniverse. Dax tells him this will look good on his record.

Later, Jadzia wishes Arjin good luck as he prepares to leave. Arjin thanks her; he now realizes that joining does not automatically give **Trills** wisdom or direction.

STARSHIP FACTS

Over the past 200 years, Dax has eliminated 57 candidates from the host program.

COMMANDER SISKO PERSONAL LOG SUPPLEMENTAL

"... My mind keeps going back to the Borg. How I despised their indifference as they tried to exterminate us. And I have to ask myself, would I be any different if I destroyed another universe to preserve my own?"

ON SCREEN...



1 When Arjin, a young Trill initiate, arrives on *DEEP SPACE NINE*, he is nervous. Dax has a reputation for breaking initiates, and Arjin knows that if Jadzia's opinion of him is not favorable, it could lead to him being thrown out of the program.



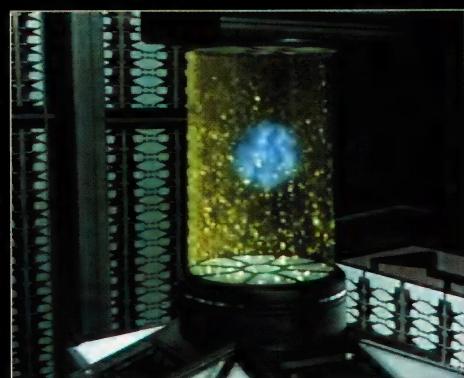
2 Part of Jadzia's task is to show Arjin a typical day in the life of a joined Trill. He helps her to stun Cardassian voles that have infested the station.



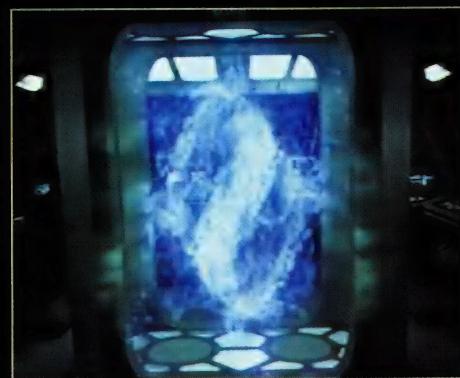
3 Jadzia takes Arjin with her as she flies into the Gamma Quadrant. He boasts of his piloting skill, and she begins to think he is very arrogant.



4 While studying the protouniverse, Dax tells Arjin that he may be in the initiate program for the wrong reasons. He tells Dax that she isn't a great example.



5 Dax and Arjin retrieve a sample of matter that turns out to be a protouniverse. It exhibits sentience, and therefore cannot simply be destroyed.



6 The protomatter grows at such a rate that it will soon envelop our own universe. Commander Sisko decides to return it to the Gamma Quadrant.



F continued

First Republic

Ancient democratic state of the **Bajoran** people. In 2371, **Benjamin Sisko** attended the reopening of a library whose collection contained manuscripts predating the **Fall of the First Republic**. (*Starship Log: 'Explorers'* [DS9]) **SEE FILES 10, 70**

fish

SEE **blackened redfish**; **Bracas V**; **caviar**; **Creole shrimp with Mandalay sauce**; **Curtis Creek**; **eel-birds**; **fish juice**; **humuhumunukunukuapua'a**; **Krallinian eel**; **lionfish**, **Australian**; **Mansara**; **Ongilin caviar**; **Samarian coral fish**; **shrimp**, **Bajoran**; **Spectrum**; **Vakol fish**.

fish juice

The primary morning beverage on **Cardassia**, served hot; it is not clear from what species of fish the juice is extracted. **Arne Darvin** did not care for it. (*Starship Log: 'Trials and Tribble-ations'* [DS9])

SEE FILES 13, 70

Fisher, Geological Technician

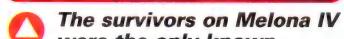
Member of **U.S.S. Enterprise NCC-1701** crew. Fisher served on the *Enterprise* under **Captain Pike**, and was still assigned to the ship in 2266, when he took part in a landing party mission to **Alfa 117**. He unknowingly contaminated the transporter of the **U.S.S. Enterprise NCC-1701** with magnetic ore. (*Starship Log: 'The Enemy Within'* [TOS]) **SEE FILES 20, 68**

 **Fisher was a longstanding member of the U.S.S. ENTERPRISE crew, serving under two captains.**

fistrium

A metal found in caves of **Melona IV**. Along with **kelbonite**, the presence of fistrium made the colonists impossible for the **Crystalline Entity** to find. (*Starship Log: 'Silicon Avatar'* [TNG]) **SEE FILES 5, 69**



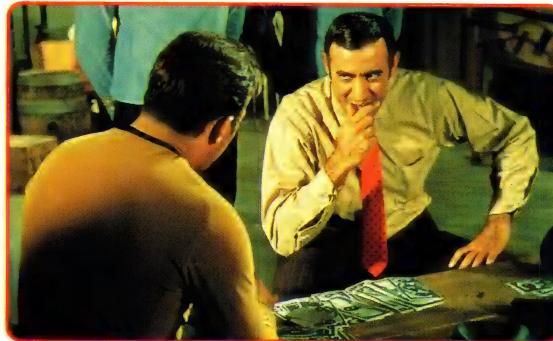
 **The survivors on Melona IV were the only known people to withstand an attack by the Crystalline Entity.**

Fitzpatrick, Ensign

Member of the **U.S.S. Voyager** crew. Fitzpatrick is occasionally assigned to assist **Neelix** in the ship's mess hall. (*Starship Log: 'Resolutions'* [VOY]) **SEE FILES 29, 71**

fizzbin

Complicated imaginary card game with 'rules' that change depending on such factors as the time of day. The game was invented by **Captain James T. Kirk** to distract the natives of **Sigma Iota II**, while he, **Spock**, and **McCoy** plotted their escape. Centuries later, **Odo** refused **Quark**'s invitation to play a hand, suggesting that Kirk's bogus game still survives in some form. (*Starship Log: 'A Piece of the Action'* [TOS]; *'The Ascent'* [DS9]) **SEE FILES 43, 68, 70**



 **Kirk perplexed the lotian gangsters with the rules of fizzbin, a card game he just made up. The rules can change depending on the time of day.**

Flaherty, Commander

First officer of the **U.S.S. Aries NCC-45167**. Flaherty, who speaks more than 40 languages, would have been **William Riker**'s first officer had Riker accepted the captaincy of the *Aries* in 2365. (*Starship Log: 'The Icarus Factor'* [TNG])

SEE FILES 31, 69

flaked blood fleas

A favorite **Ferengi** delicacy of **Grand Nagus Zek**. (*Starship Log: 'Rules of Acquisition'* [DS9]) **SEE FILES 51, 70**

flambé noodles

Part of the dream meal that **Harry Kim** imagined while incarcerated in the **Akritirian** prison satellite, in an attempt to distract himself from his plight. (*Starship Log: 'The Chute'* [VOY]) **SEE FILE 71**

flan

An Earth dessert of firm, smooth custard with a topping of sweet caramel sauce. It is one of **Chief Miles O'Brien**'s favorite dishes. (*Starship Log: 'Whispers'* [DS9]) **SEE FILES 43, 70**

Flavius

A popular sports figure on planet **892-IV**. Flavius was a gladiator who later rejected the dominant culture and so refused to partake in any more of the televised battles to the death that were held in the arenas of the planet. Flavius had been transformed by the words of one of the **Children of the Son** and went to live in the caves with the other followers. He was killed trying to prevent the televised execution of **James T. Kirk**. (*Starship Log: 'Bread and Circuses'* [TOS]) **SEE FILES 18, 68**



 **Flavius was one of the most popular gladiators on planet 892-IV. He died trying to save Kirk.**

Flaxian assassins

The **Tal Shiar**, the Romulan secret police, sometimes hires these professional killers to do their dirty work for them. (*Starship Log: 'Improbable Cause'* [DS9]) **SEE FILES 12, 70**

fleet captain

A **Starfleet** rank bestowed upon captains who have served the **Federation** well. **Christopher Pike** is made fleet captain, as is **Garth of Izar**. (*Starship Log: 'The Menagerie'*, Parts I and II [TOS]) **SEE FILES 43, 68**

Fleet Liaison Officer

Starfleet position on a Deep Space station. **Major Kira** assigned **Dax** to the office in 2373, to replace the temporarily absent **Commander Worf**. (*Starship Log: 'Soldiers of the Empire'* [DS9]) **SEE FILES 19, 43, 70**



 **Retaya, a Flaxian assassin, was hired by the Tal Shiar to kill Garak. His plan failed.**



Fleet Museum

A museum run by **Starfleet** to honor and remember famous beings, vessels, and events. Among the exhibits is a **Constitution**-class starship much like the original **U.S.S. Enterprise NCC-1701**. (*Starship Log: 'Relics'* [TNG]) **SEE FILES 19, 69**

Fleming, U.S.S.

Registry number **NCC-20316**. This **Federation Wambundu**-class medical transport became trapped in a **subspace** rift while traveling in the **Hekaras Corridor**. It was carrying valuable **biomimetic gel**. The *Fleming* was discovered by the **U.S.S. Enterprise NCC-1701-D**; all the crew were saved, but the ship itself was lost. (*Starship Log: 'Force of Nature'* [TNG]) **SEE FILES 31, 69**

Fletcher, Ensign

Engineering officer aboard the **U.S.S. Enterprise NCC-1701-D**. He saved **Geordi La Forge**'s life during a mission to the **Typhon Expanse** in 2368. (*Starship Log: 'Cause and Effect'* [TNG]) **SEE FILES 25, 69**

flight controller

SEE conn



Before sacrificing himself to save the U.S.S. ENTERPRISE, Spock left his katra in McCoy. This was captured on the flight recorder, and Spock's mind and body were later able to be rejoined.

Flint

Name used by a very long-lived human who, in various identities, lived as several important figures throughout Earth's history. In 2239, he purchased planet **Holberg 917G**. (*Starship Log: 'Requiem for Methuselah'* [TOS]) **SEE FILES 44, 68**

Flint was almost immortal and lived his life as various key figures in history, such as Leonardo da Vinci.

flight recorder

A device that makes an official, permanent record of information collected, and events that occur, aboard all **Starfleet** ships during their missions. (*Starship Log: Star Trek III: The Search for Spock*) **SEE FILES 21, 63, 74**



flitterbird

Birdlike creatures from the planet **Rhymus Major**. (*Starship Log: 'Profit and Loss'* [DS9]) **SEE FILE 70**

floater

A hovercraft used for getting around on the pleasure planet **Risa** and on other worlds. (*Starship Log: 'Let He Who Is Without Sin'* [DS9]) **SEE FILES 4, 70**

flop

A place to sleep; slang expression used during the Great Depression of Earth's 1930's. (*Starship Log: 'The City on the Edge of Forever'* [TOS]) **SEE FILE 68**

Florence

Also known as Firenze. Located in central Italy on Earth, Florence was a powerful city-state during the 14th-century Renaissance. Leonardo da Vinci's workshop was located here, and it is the setting for the **U.S.S. Voyager**'s da Vinci **holosimulation**. (*Starship Log: 'Scorpion'*, Part I [VOY]) **SEE FILES 29, 56, 71**

Flores, Marissa

Child living aboard the **U.S.S. Enterprise NCC-1701-D** who won a science competition in 2368. **Captain Picard** gave her the title **Number One** during a shipwide emergency. (*Starship Log: 'Disaster'* [TNG]) **SEE FILES 25, 69**

Marissa assisted Picard in getting her schoolfriends to safety when a turbolift failed.



floriculture

The cultivation of flowering and ornamental plants, an interest and activity of **Tuvok**'s. Tuvok also introduced **Lon Suder** to the art. (*Starship Log: 'Basics'*, Part I [VOY]) **SEE FILE 71**

flower cup

A special tea cup that belonged to the mother of **Beatrice** and **Henry Burleigh**, in Janeway's Gothic **holonovel**. (*Starship Log: 'Persistence of Vision'* [VOY]) **SEE FILES 56, 71**

flu

SEE Levodian flu; Urodelan flu



The mysterious Species 8472 were able to cross easily into Borg space from their organic fluid dimension.

fluidic space

Term used to identify the native domain of **Species 8472**, which the **U.S.S. Voyager** discovered across an interdimensional rift. The entire realm was filled with a translucent and viscous organic fluid. (*Starship Log: 'Scorpion'*, Part II [VOY]) **SEE FILES 5, 18, 71**

flux capacitance

One of many properties of energy flow which can be measured. (*Starship Log: 'Prototype'* [VOY]) **SEE FILE 71**

flux generator

An instrument used by scientists and engineers. The science laboratory on **Deep Space Nine**, among many others, is equipped with one. (*Starship Log: 'Second Sight'* [DS9]) **SEE FILE 70**

flux spectrometer

One of many sensing devices used by crew members aboard **Federation** starships. (*Starship Log: 'Cause and Effect'* [TNG]) **SEE FILE 69**

flux-coupler

A basic hand tool, with a sharp end. Sometimes mistaken for a **coil spanner**. **Garak** killed **Amaro** by stabbing him with a flux-coupler. (*Starship Log: 'Empok Nor'* [DS9]) **SEE FILE 70**

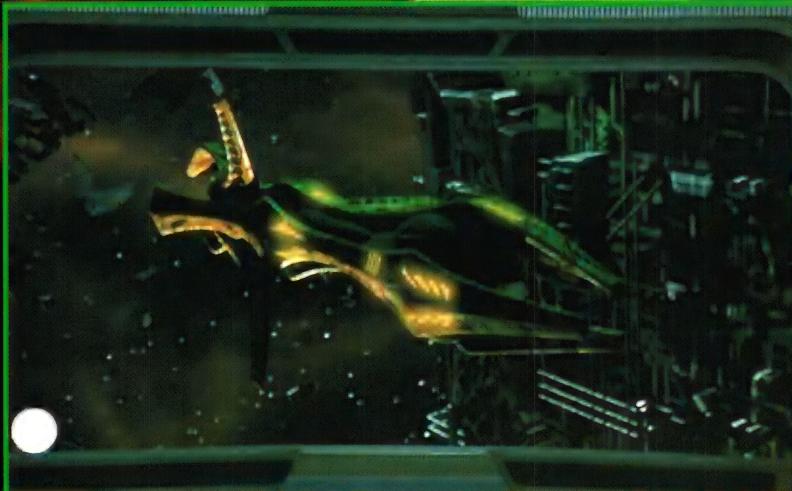


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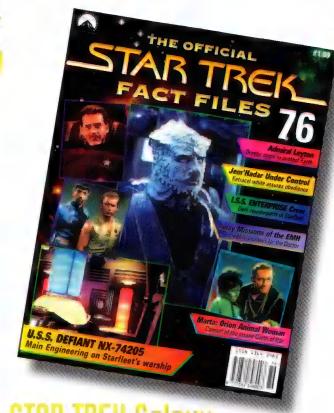
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The Guide to the STAR TREK Galaxy

FILE 18 CARD 60



OTHER GROUPS
AND RACES

THE KES AND THE PRYT

OTHER GROUPS
AND RACES

The Kes and the Prytt are two advanced races who share a planet in the Alpha Quadrant. But for all their technology, they are deeply suspicious and paranoid people who have not learned to trust one another and unite their world.

The Kes and the Prytt are humanoid species that inhabit the Class-M planet of Kesprytt III; the Kes make up almost 75 percent of the planet's population. The Prytt choose to live an almost completely isolated existence, resisting contact not only with the Kes and the Federation but with any other outside source.

There is no formal communication of any kind between the Kes and the Prytt; the Prytt do not even have a system for communicating with anyone outside their own territory. It has been nearly a century since the last diplomatic contact between the two peoples.

The Kes and the Prytt are in a state of perpetual conflict, although this has not broken out into a war. There are a number of ongoing territorial disputes between them, including control of the highly sought after **Kolrod Island**. An

enormous forcefield separates their territories, but a multiphase pulse can weaken the force field enough to allow a person to pass through.

Different cultures

The Kes have a democratic government and, at first glance, they appear to be a unified and progressive people in contrast with the reclusive Prytt.

The Prytt consistently refuse to respond to unauthorized attempts to contact them. All outside communication between outsiders and any of the Prytt population must be authorized by the Prytt.



► The Kes are a democratic people who hope to join the United Federation of Planets, even though their world is divided.



Security Council. Both societies are mutually distrustful, and paranoid to the point of delusion. The Kes are convinced that the Prytt are a "fanatical, xenophobic people with very little regard for civilized discourse."

CONFICTING CULTURES

Divided by suspicion

The two races on Kesprytt III are deeply divided and seem incapable of resolving their differences. Both are absolutely convinced that the other is trying to destroy them. There are no diplomatic relations between the sides, and neither is willing to enter negotiations.



▲ The Kes and the Prytt are both extremely aggressive, and suspect that the other side is preparing for war.

OTHER CARDS IN THIS FILE...

- 63 THE ANSATA
- 100 THE SELAY AND THE ANTICANS

SEE OTHER FILES...

- THE UNITED FEDERATION OF PLANETSFile 7
- SPECIAL FACILITIESFile 66
- STAR TREK: THE NEXT GENERATIONFile 69

Planet	Kesprytt III			
Quadrant	Alpha	Class M		
Alignment	Independent			
Climate:				
Kesprytt III has a temperate daytime climate, although at night drastic temperature drops can become uncomfortable for humans.				
Urbanization:				
The planet's cities are highly developed, but outlying regions remain rural and undeveloped.				
Terrain:				
The countryside is mountainous and quite rocky, with an abundance of scrub brush vegetation and trees.				
Starship Log				
STAR TREK: THE NEXT GENERATION "Attached"				

GALAXY FACTS

Every planet that has joined the Federation has had a united planetary government.

Starfleet captains cannot actually grant Federation membership, but their recommendations carry a great deal of weight.

The Kes are prepared to send a rescue team into Prytt territory to rescue Picard and Crusher.

Accordingly, the Kes have established defensive shields and rely on a number of elaborate security devices to protect themselves from Prytt intelligence gathering operations. They have also infiltrated a large network of spies into the Prytt society; their operatives even secretly control some villages in Prytt territory. It appears that the Prytt also have spies among the Kes, as they can intercept their communications.

Although they are deeply opposed to one another, the Kes and the Prytt are remarkably similar. Physically, they have the



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

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OTHER GROUPS AND RACES

THE KES AND THE PRYT

common attribute of an extended nose ridge that rises from the bridge of the nose and extends onto the forehead. This ridge is intersected by two to three additional vertical ridges.

The Prytt wear form-fitting one piece jumpsuits, with hoods that cover the entire neck and head, except for the face area. These jumpsuits are a dark, rich shade of purple with alternating muted brown stripes. They carry handheld directed energy weapons and diagnostic devices similar to Federation issue **tricorders**, and their communication devices are worn on the upper right arm of their uniforms.

The Kes wear two piece uniforms composed of trousers and an oversized tunic. Their color scheme is muted olive green and black, with thick leather-like armbands on the sleeves of each upper arm.

Both the Kes and the Prytt have developed



The Kes and the Prytt have no diplomatic relations with one another. Their representatives meet for the first time in 100 years when Commander Riker beams the Prytt security minister on to the U.S.S. ENTERPRISE.

advanced technology. The Prytt are sophisticated enough to safely deflect a transporter beam to a specific location by using a tractor beam, but their weapons technology is not advanced enough to harm a **Galaxy**-class ship such as the **U.S.S. Enterprise NCC-1701-D**.

The Prytt have developed particularly advanced intelligence gathering equipment. For example, they can implant a

sophisticated device into a subject's cerebral cortex. This device adjusts to the individual's psi patterns, allowing the Prytt to obtain what they believe to be 'the truth' directly from the subject's mind. A side effect of these implants is that two people who have been fitted with them are able to sense one another's thoughts. The device also ensures they cannot stray too far from one another without experiencing debilitating nausea.

Federation members?

In 2370, the Kes apply for associate membership of the **United Federation of Planets**. The Prytt are convinced that the Kes are attempting to form a military alliance with the Federation and that they plan to use Federation technology to build new attack satellites.

The Federation has its doubts about granting membership to a divided planet, but sends the **U.S.S. Enterprise NCC-1701-D** to evaluate the Kes application. When **Captain Picard** and **Dr. Crusher** attempt to beam down, the Prytt deflect their transporter beam and take them prisoner.

The events that follow put an end to the Kes' application for Federation



membership. The Kes make it clear that they have no interest in pursuing a democratic solution, which they are confident would be pointless. Instead, one of their agents helps Picard and Crusher to escape.

The Kes are extremely suspicious of the *Enterprise*'s crew, and when Picard and Crusher fail to make their rendezvous, Kes **Ambassador Mauric** begins to suspect that the Federation is actually conspiring with the Prytt.

Application denied

Commander Riker

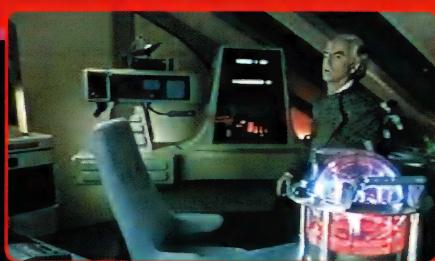
eventually persuades the Prytt to hand the missing crew members over, by threatening to send several parties from the *Enterprise* to search for them in Prytt territory. He makes it clear that his report will recommend that the Federation turn down the Kes' application for membership because "Kesprytt III is a deeply troubled world ... social, political, military problems that they have yet to resolve. The Kes, while they are a friendly and democratic people, are driven by suspicion, deviousness, and paranoia."

PARANOID KES

Governed by fear

The Kes hope to join the Federation, but they are completely incapable of trusting anyone. They thoroughly scan their quarters on the *Enterprise*, and install several security devices. Ambassador Mauric even suspects that the Federation is secretly conspiring with the Prytt. Commander Riker makes it quite clear to him that the Federation will not accept any race that is governed by paranoia.

The Kes's quarters are filled with security devices. When Picard and Crusher fail to make their rendezvous, the Kes ambassador begins to suspect that the Federation is involved in secret talks with the Prytt.



When the Kes discover that Captain Picard and Dr. Crusher were kidnapped after the Prytt intercepted their communications, they establish a base on the U.S.S. ENTERPRISE, where they can feel safe.



Commander Riker is deeply frustrated by both the Kes and the Prytt. Eventually, he decides to force them into a face to face meeting, but it is clear there is no way they will resolve their differences.

The Guide to the STAR TREK Galaxy

FILE 18 CARD 64



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES

THE CAPELLANS

Capella IV is inhabited by a nomadic society of warriors who refer to themselves as the **Ten Tribes**. Federation dealings with the Capellans have revealed them to be a technologically crude and scrupulous, but highly dangerous, people.

The people of the mountainous and rugged planet of **Capella IV** are humanoid, with large, muscular physiques; it is not unusual for a **Capellan** to reach seven feet tall. They are an agile, fast, and strong race with a physical prowess that is well suited to their nomadic lifestyle and warrior culture. Despite their low level of technology, the Capellans have been contacted by both the **Federation** and the **Klingon Empire**.

Capellan society is organized into the **Ten Tribes**, collectively headed by the **teer**. Other males may hold positions of

power, but the teer commands complete obedience from his people, and any disagreements are settled by combat.

The teer is normally succeeded by his male heir, but he can be challenged for the position by a rival male. Female Capellans can only rule as regents for underage teers who are not yet ready to assume leadership.

The wife of a teer enjoys a special status and is accorded certain respects. For example, no one is allowed to touch a teer's wife under any circumstances; if anyone does, she has the right to order his execution.

Being the wife of a teer

has its risks, however. If a teer is killed by a rival, and she is carrying her husband's heir, she must be put to death. A teer's widow would accept this law without question; Capellans, like many warrior cultures, do not fear death. Indeed, any Capellan would be proud to die in honor of his or her leader or people.

Warrior society

Capellans, not surprisingly, admire strength. They eschew medicine, hospitals, and medical aid. According to **Federation** doctor **Leonard**



The Capellans are a proud race, and their style of dress reflects this, consisting of bright colors and headpieces with flowing tassels.

McCoy, who spent a few months on assignment among the Capellans, "They believe that only the strong should survive."

Some observers have remarked that in Capellan society combat is considered more

pleasurable than love. While it is generally the males who fight, women are often the brokers of combat, using ritual gift-giving to negotiate or initiate a fight between males. Merely touching a gift presented by a woman

THE ROLE OF A TEER

Ruling until death

The high teer is the leader of the Capellans until his death. His son, if he is the proper age, then takes on the role of teer until he dies. The only other way of becoming teer is to violently overthrow the previous one.

The teer is the only male not to have his head covered in traditional Capellan attire. His long, flowing locks appear to be a symbol of his status. Age also brings a certain degree of respect.



OTHER CARDS IN THIS FILE...

- 5 THE OCAMPA
- 6 THE KAZON
- 7 THE VIDIIANS

SEE OTHER FILES...

- THE FERENGI ALLIANCE.....File 14
- OTHER CHARACTERS
AND LIFE FORMS.....File 58
- SYSTEMS.....File 59
- STAR TREK: VOYAGER.....File 71



Planet Capella IV
Quadrant Alpha **Class** M
Inhabitants Humanoid

Social structure

Capella IV is divided into the **Ten Tribes**. They are led by a high teer who remains as leader until he dies or is killed. The title then passes to his son.

Level of technology

The Capellans' technology is crude. Weapons are simple, but deadly, hand instruments; there are no signs that energy can be harnessed.

Intellectual development

Highly honest and warriorlike, but skeptical of any medicine.

Starship Log

STAR TREK: The Original Series
'Friday's Child'

Kras, a Klingon trying to gain favor on Capella IV, is quickly dispatched by a Capellan warrior. He has killed the latest teer, Maab, who claims his right to sacrifice his life so that the previous teer's wife may live.

▼ Eileen is the pregnant wife of High Teer Akaar. After his death, Eileen is initially willing to die too, in line with Capellan custom. Her life is spared, however, when Kirk steps in.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 64



OTHER GROUPS AND RACES

GALAXY FACTS

► Kirk's intervention in Capellan affairs may qualify as a Prime Directive violation.

► Capellans have a strong sense of smell; they can track others by scent alone.

► Starfleet visited Capella IV in the 2350's. On that mission, Dr. McCoy was stationed on the planet for several months.



can provoke a fight to the death.

Male Capellans wear a sidearm called a **kleegat**. This is a small, three-pronged throwing disk and serves as the Capellans' primary weapon. Any offworlder who thinks he or she may possess a superior weapon should be warned not to dismiss this simple but lethal device. When thrown by a Capellan, a kleegat can be nearly as deadly as a **phaser** at distances of up to 100 yards. Capellans also have an assortment of swords and knives in their arsenal, which they brandish just as deftly.

Although it might seem prudent for an offworlder to meet the Capellans with a large, well armed landing party, such a display of force would violate one of their taboos and make

them uncooperative. Any action that is interpreted as hostile is met with a swift and deadly reply.

Social order

Despite the Capellans' combative nature, their society is quite stable. Social order is maintained by tough laws and customs, and a strong sense of honor pervades their culture. They are dangerous only if lied to or if they feel that one of their customs has been violated. The Capellans have a reputation for keeping their word scrupulously and for being unusually honest; they are quite capable of killing someone for breaking an oath.

Within each tribe, males and females make husband-and-wife bonds. Capellan children are considered the property of



► Eileen is given the option to fight for her life or die according to Capellan custom. She decides that life is preferable to death, and makes her escape from the new teer, Maab.

► According to Capellan custom, the wife of a teer may not be touched. Exceptions can be made after the teer is dead, as when Eileen did is helped by Dr. McCoy.

a woman's husband. A widowed woman will attempt to assign her children to another male before claiming them as her own.

Children take their father's name as a surname; they may also bear given names as an honor to others. One young high teer was even given the name **Leonard James Akaar** in honor of Dr. Leonard McCoy and **Captain James T. Kirk** of the **Federation** starship **U.S.S. Enterprise NCC-1701**,

1701, who saved both him and his mother from death.

The Capellans have developed a sophisticated artistic culture. They live in large, yurt-like tents decorated with finely woven rugs, tapestries, and pillows. The teer's tent is heated by a large, intricately sculpted brazier, and even everyday items, such as fire pots, are ornate and reflect the Capellans' rich culture.

Capellans wear colorful costumes adorned with sweeping scarves and veils, giving them beauty both in appearance and movement. Men wear boldly colored jumpsuits trimmed with belts, a brightly-hued fringe, or billowing fur cascading

from their shoulders.

Simple capes add to the grace and elegance of their costume. Men, except for the teer, also sport hoodlike headdresses that add to their intimidating height. Out of the top of these sprout their hair, like flaxen tassels. Women too wear clothing designed to give beauty to their movement. They wear delicate, flowing gossamer gowns of silklke material and adorn their hair with matching scarves and veils.

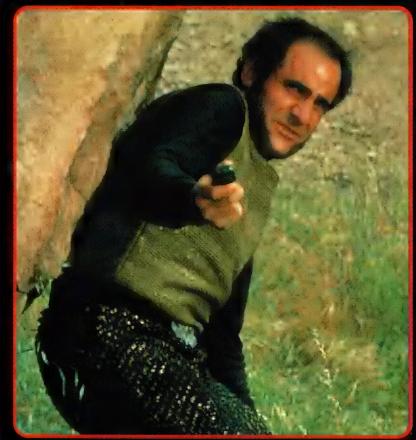
The planet

In 2267, rich deposits of **topoline**, a mineral that is vital to the operation of life support systems in Federation colonies, are found on Capella IV. Starfleet sends the **U.S.S. Enterprise NCC-1701** to negotiate mineral rights. The **Klingon Empire** uses topoline as well, and also sends a representative to negotiate with the Capellans.

The Capellans have little interest in galactic politics, but they eventually choose to deal with the Federation, whom they find to be more trustworthy.



COMPETITION FOR TOPALINE



► The Klingons are interested in Capella IV for the same reason as the Federation: an abundant supply of topoline, a mineral used for life support systems.

► The Federation contacts the Capellans regarding mining rights to the planet, but the Klingons enter the fray by offering the natives valuable weapons.



SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 29F

SPACE
PHENOMENA

TEMPORAL ANOMALIES: TWO PICARDS

In 2365, a temporal anomaly sends Captain Picard and a *U.S.S. Enterprise* shuttlepod six hours into the past. He is left in a comatose state, but his presence in the new timeline helps his counterpart to save his version of the *Enterprise*.

Not all temporal anomalies, or the circumstances surrounding them, can be satisfactorily explained. In some instances, there is simply not enough information to determine exactly what has happened, or why. For example, in 2365 the *U.S.S. Enterprise*

NCC-1701-D is involved in a bizarre temporal incident that does not seem to conform to anything else the **Federation** has learned about time travel.

Twin Picards

The *Enterprise* finds a **Federation** shuttle floating in space. When the crew bring it aboard, they

discover that it is actually their own **El-Baz shuttlepod** from six hours in the future and that another version of **Captain Picard**, also from the future, is inside.

It appears that in one timeline, the *Enterprise* encounters a whirlpool-like anomaly in space. It moves in to investigate, but finds

that it cannot escape, and has to use all its power to avoid being pulled into the anomaly.

The anomaly appears to be sentient; it identifies Picard as the *Enterprise*'s brain, and begins to attack

An encounter with a temporal anomaly brings two Captain Picards together on the *U.S.S. ENTERPRISE*.

him. He takes a shuttle and leaves the ship in order to protect the rest of



ORIGINAL TIMELINE



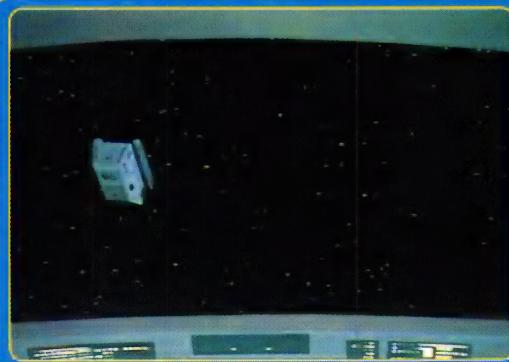
The *U.S.S. Enterprise* encounters a whirlpool-like anomaly in space. The crew move in to investigate and are trapped within it. All attempts to break free fail.



The shuttle's sensors record everything as Picard leaves the ship, including Riker bidding him goodbye. When the shuttle has left, the *Enterprise* is destroyed.



The anomaly identifies Picard as the *Enterprise*'s brain, and begins to attack him. Because the whole ship is in danger, he decides to leave, hoping that he can distract the anomaly.



Picard's shuttle is undamaged, and by some unknown means it is thrown six hours back in time. It is found by the *Enterprise* before the crew in this timeline encounter the anomaly.

The Guide to the STAR TREK Galaxy

FILE 5 CARD 29F



The Picard from the future is in a catatonic state. Dr. Pulaski thinks that his internal body clock has been confused by the journey into the past.

As the U.S.S. ENTERPRISE approaches the time at which the Picard from the future left his own ship, he recovers. He is still determined to leave the vessel.

TEMPORAL ANOMALIES: TWO PICARDS



the crew. However, immediately after he does so, the *Enterprise* is destroyed by the anomaly.

New timeline

Picard and the shuttle are somehow thrown back in time. This generates a new timeline, in which the *Enterprise* is able to retrieve the shuttle from the future and Picard is able to meet himself.

For some unknown reason, traveling through

time has had a profound effect on both the captain and the shuttle. The journey seems to have disturbed Picard's metabolism, leaving him in a semi-catatonic state. **Dr. Pulaski** believes that his internal sense of time is so disturbed that he cannot function properly. This theory is supported by the fact that the captain recovers as he approaches the moment at which he left the *Enterprise*. The

crew also discover that traveling through time has altered the polarity of the shuttle's power supply. These effects are not normally associated with time travel; it appears highly likely that they are connected to the method of time travel.

The shuttle's logs are damaged, but they do reveal that Picard left the *Enterprise* in the shuttle shortly before the ship was destroyed. In the next six hours, the *Enterprise* crew also encounter the anomaly and are caught in it.

A different course

However, this time there are two Captain Picards aboard; the one from the future recovers enough to understand what is happening, but he is still confused. He attempts to leave the *Enterprise* again, but the other Picard realizes that this is actually what



caused the ship's destruction, and stops him.

This timeline's Picard theorizes that attempting to pull away from the anomaly will not save the *Enterprise*. Instead, he orders the ship to fly through the anomaly. Picard is right, and in this timeline the *Enterprise* is unharmed.

For some unknown reason, the duplicate

Captain Picard and his shuttle disappear as they pass the moment at which they left their own timeline. The reasons for this are not clear; in other instances, individuals have been able to move through time without this happening. This indicates how much the Federation has to learn about the effects of various methods of time travel.

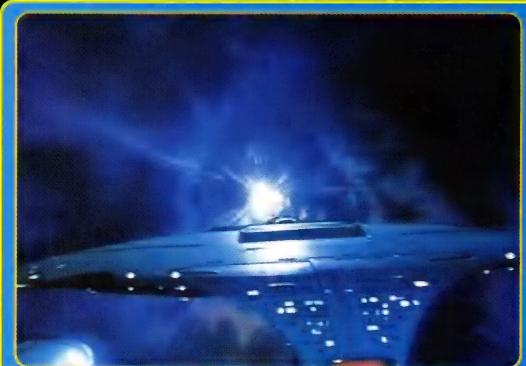
ALTERED TIMELINE



The crew of the U.S.S. *Enterprise* recover the shuttle and find the comatose Picard on board. After some difficulties, they manage to retrieve the shuttle's logs.



The Picard from the future recovers and tries to leave the *Enterprise*. But this timeline's Picard realizes that his counterpart made the wrong choice, and stuns him.



The *Enterprise* still encounters the anomaly, and the ship is caught by it. But this time the crew know that in the other timeline the anomaly destroyed their ship.



In this timeline, Picard orders the *Enterprise* to fly into the heart of the anomaly, and this time the ship is unharmed. The alternate Picard and his shuttle disappear.



FILE 29 U.S.S. VOYAGER NCC-74656

SHIP:

U.S.S. VOYAGER NCC-74656

FACILITY:

COMPUTER SYSTEMS

LOCATION:

SHIPWIDE

The *U.S.S. Voyager*'s computers combine established **isolinear** systems with the latest in intelligent bio-neural technology.

When the *Intrepid*-class *U.S.S. Voyager* NCC-74656 is launched in 2371, it is equipped with state of the art computers. It combines traditional **isolinear** circuitry with advanced bio-neural systems that organize information more efficiently and perform incredibly complex procedures at high speed. *Voyager* is the first **Starfleet** vessel to be fitted with **bio-neural gel packs**; this technology represents a scientific leap that is comparable to the introduction of **duotronic** circuitry in the 23rd century.

The bio-neural systems consist of a series of gel packs that contain synthetic neural fibers suspended in **biomimetic gel**, a gelatinous organic medium. Each pack consists of a transparent, flexible casing that contains the fluid, and a metallic interface bar at the top that can be plugged into the ship's systems. Another bar seals the pack along the bottom. The self contained nature of every gel pack means that it can swapped out as easily as an **isolinear chip**.

The neural fibers in the gel pack are created artificially and resemble humanoid neurons. They are composed of several complex polymers with multiple interconnections; each fiber supports hundreds of dendritic subfibers, which are also suspended in the gel matrix. The bio-neural systems mimic the architecture of the humanoid brain and are significantly faster and more efficient than optical circuitry. The fibers in an individual gel pack are capable of making billions of connections, thus generating an incredibly sophisticated and responsive computing architecture.

Thinking systems

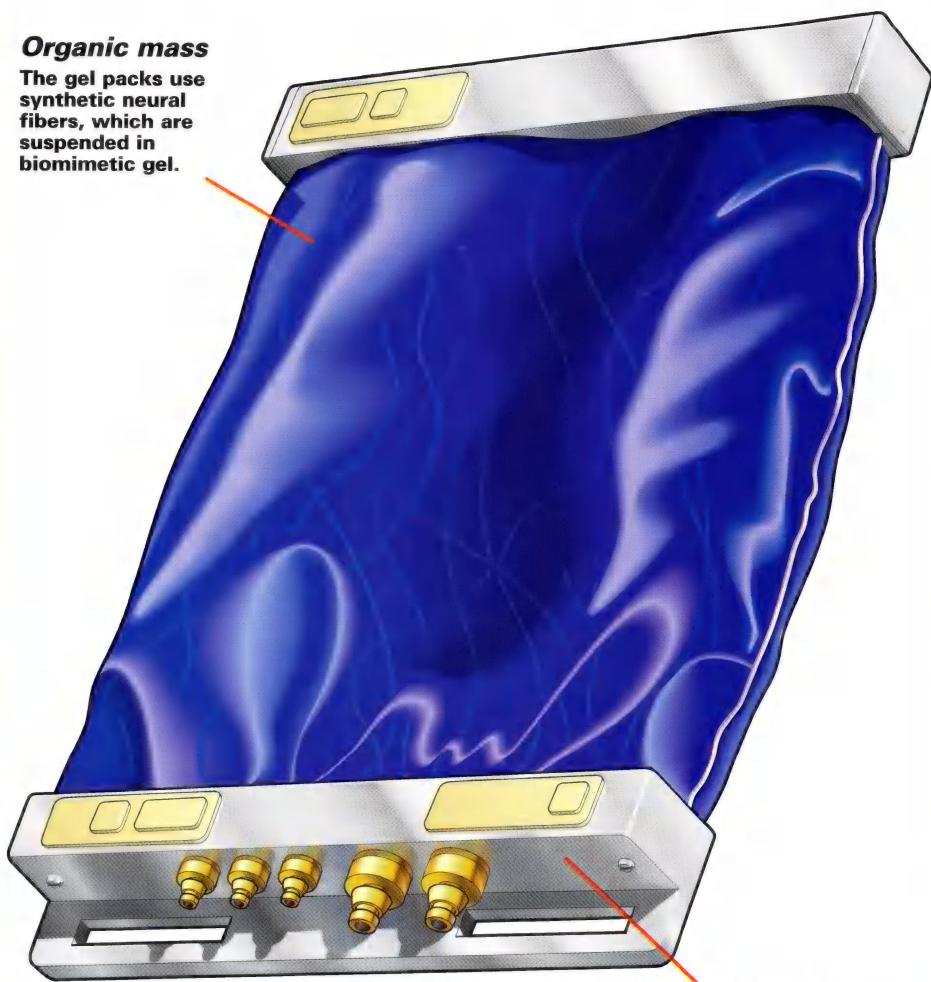
This kind of organic circuitry allows computers to 'think' in very similar ways to living organisms; by using fuzzy logic, they can effectively guess the answer to complex questions.

The gel packs can operate independently of other systems or, if necessary, they can use the isolinear cores to perform number-crunching operations and for data reference. The gel packs are used in systems throughout *Voyager*, but their principal function is to make instantaneous navigational computations. For example, they can calculate course corrections in real time for optimal fuel consumption. As long as they have enough spare capacity, the bio-neural systems are allocated to other functions that benefit from their abilities.

BIO-NEURAL GEL PACK

Organic mass

The gel packs use synthetic neural fibers, which are suspended in biomimetic gel.



Interface

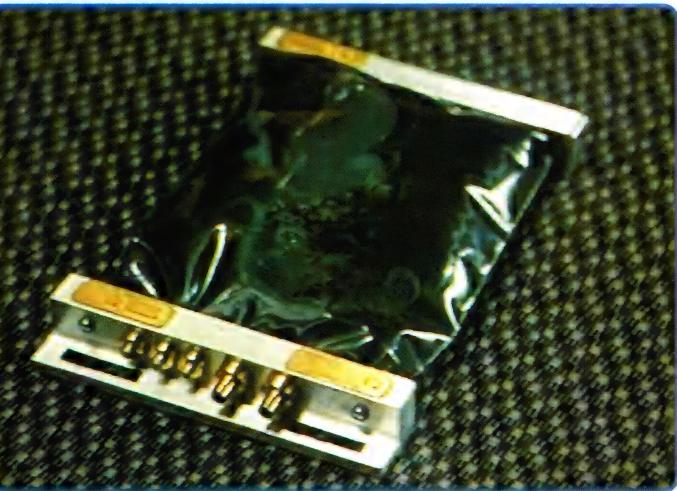
The pack uses a mechanical interface to connect to the rest of the ship's systems.



B'Elanna Torres is unfamiliar with bio-neural technology when she joins the *U.S.S. VOYAGER* crew, but she rapidly comes to appreciate its strengths.



FILE 29 U.S.S. VOYAGER NCC-74656



The evolution of *Voyager's* **Emergency Medical Hologram** into a fully sentient being appears to be the most impressive example of the bio-neural system's abilities. With one notable exception, holograms created by isolinear computer systems have not been able to achieve sentience, but the combination of a self-improving program with bio-neural circuitry has allowed the **Doctor** to evolve into a being with genuine emotions and intellectual capabilities.

In sickness and in health

Bio-neural technology is extremely new, and in many cases it does not respond to a conventional engineering approach. Because they use organic components, bio-neural gel packs are vulnerable to viral infections, and can literally become sick. In the **Alpha Quadrant**, the crew could simply dock at a starbase, remove all the gel packs and replace them with fully functioning ones, but this is impossible in the **Delta Quadrant**; the gel packs cannot be replicated or manufactured aboard *Voyager*, so an infection presents a serious risk to the ship.

The crew carry 47 spare gel packs that can be used to replace infected units, but in the face of a shipwide epidemic, replacing damaged gel packs can be a fruitless exercise.

Fortunately, because of their organic nature, the gel packs can be treated by conventional medicine. In 2371, *Voyager's* gel packs are infected with a disease generated by bacteria from some **schplict** in **Neelix's** kitchen. The effects are serious, and all the ship's bio-neural systems are soon at risk. The Doctor suggests heating the gel packs, effectively giving them a temperature and killing off the infection. This approach is successful, and all the gel packs are returned to a 'healthy' condition.

 The bio-neural gel packs use the most advanced computer technology known to the Federation. They are far faster than optical computer systems.

Not all infections can be treated so easily. In 2373, *Voyager* is infected by a **macrovirus**; one of the gel packs is affected and soon stops functioning properly. The infection burns out half the neurodes in the gel pack and fills it with a mucilaginous compound. The condition is terminal, and the gel pack explodes. In this instance no other gel packs were infected, but the potential danger is obvious.

If necessary, the entire bio-neural computer network could be replaced with conventional non-organic circuitry, but this is a major operation that would take months.

Many of the ship's computer functions are still performed by conventional isolinear systems. The main computer core is located on Decks 10 and 11 and the auxiliary core is on Decks 6 and 7. The cores use **subspace** fields that allow data to be handled at faster than light speeds. An extensive system of isolinear chips is located throughout *Voyager*, and the cores, isolinear chips, and a series of independent subprocessors are all linked to the ship's **Optical Data Network (ODN)**; this interfaces with the bio-neural systems to share computational capacity. Although the chips are not as powerful as the gel packs, they are capable of storing enormous amounts of information and have massive computational abilities. They are often mounted together in large banks; unlike the gel packs, they are extremely portable.

Like other Starfleet vessels, *Voyager* is equipped with the **Library Computer Access and Retrieval System (LCARS)**. The ship has a massive database of information gathered by the **Federation**, including the literature of all Federation worlds, extensive medical information on all known species and procedures, a complete record of all Starfleet ship's logs, and all the stellar maps available to the Federation. The computer systems are capable of expanding and can comfortably accommodate the **gigaquads** of new data gathered by the crew.



 The bio-neural gel packs are located throughout the U.S.S. VOYAGER. This one is in the Mess Hall on Deck 2. The packs simply slot into housings that connect them to the rest of the computer system.



 The bio-neural packs can be affected by viral infections; when this happens they may cease to function properly. In 2373, a virus 'kills' one gel pack by making it swell to the point where it explodes.



 There is often very little that an engineer can do to repair an infected gel pack. However, medical staff can analyze and treat the gel packs in exactly the same way they would any other organic being.



Location:
COMPUTER CORES

FILE 35 THE ROMULAN FLEET

Romulan Bird-of-Prey: Bridge

The bridge of the *Romulan Bird-of-Prey* incorporates a small central control station where the operators remain standing, ready for action, at all times.

The style, configuration, technology, and personnel distribution on the bridge of a 23rd century *Romulan Bird-of-Prey* is a far cry from that employed on more spacious modern **Romulan** warships. Romulan style dictates that all key bridge positions are operated from the standing position; this ensures that crew members can move between stations when required, and can be ready to replace other officers who may be incapacitated or killed. The ability to make quick adjustments can be a matter of life or death for the rest of the crew. This flexibility, along with the lethal nuclear weaponry and willingness among Romulans to die for their homeworld, makes them a formidable enemy.

Cramped conditions

The floor plan of the bridge on the *Bird-of-Prey* is roughly triangular. All of the control stations are on a rounded three-sided central unit from which the crew navigate the ship; this central work station facilitates eye contact and communication between crew members. Senior officers normally stand to one side. In this period Romulans are used to working in cramped spaces, because early cloaking technology could only be used on small vessels.

Each station within this area incorporates a viewscreen. The navigation controls are to the side and directly below the screen. Buttons and levers are both used to initiate key operations, including activating the **cloaking device**.

Colors seen on the bridge of a *Bird-of-Prey* are a mixture, emanating from the panels, equipment, and lights from the various readouts; they are mainly comprised of bright reds, lavenders, purples, blues, yellows and greens.

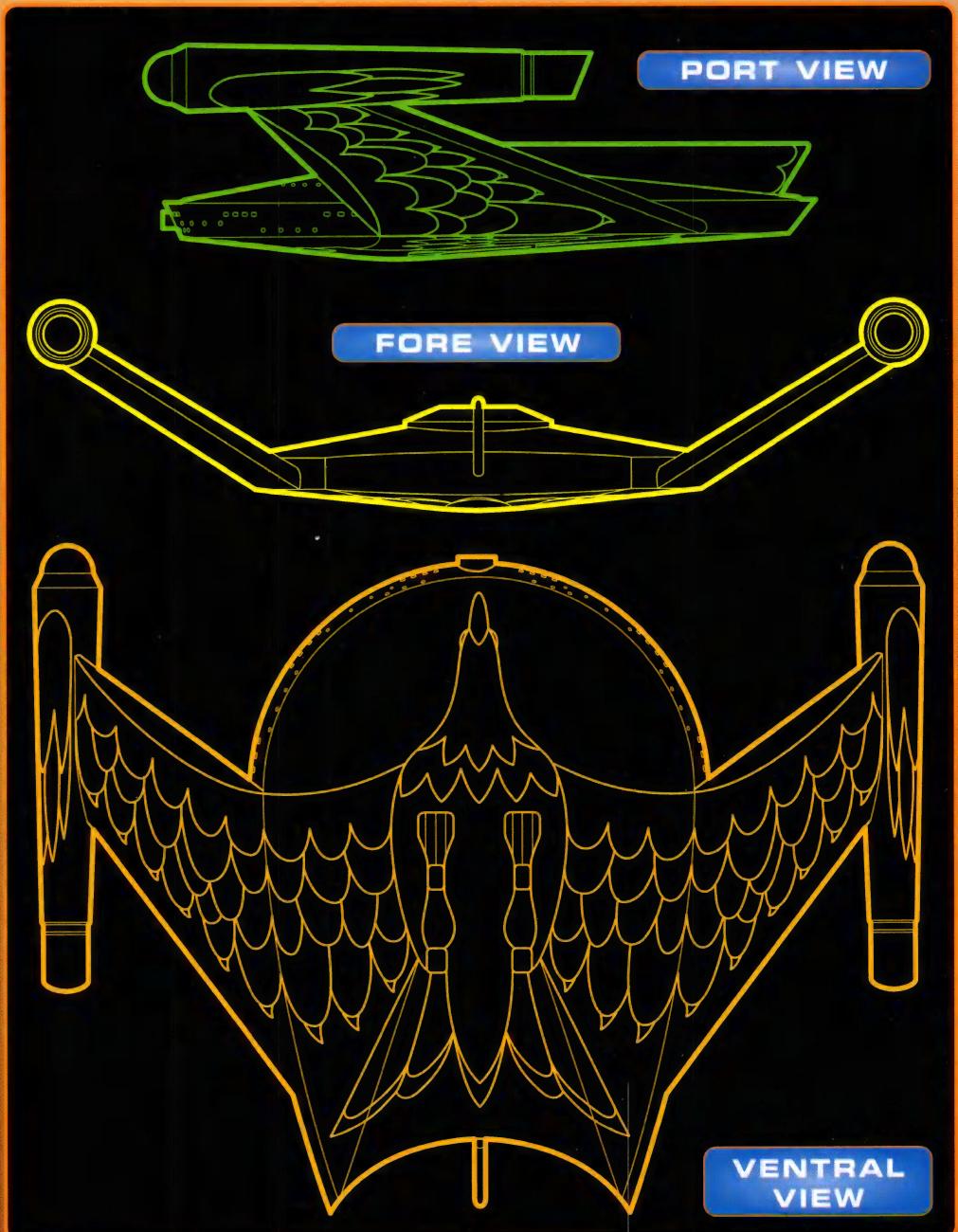
Basic design

The tight configuration of the *Romulan Bird-of-Prey* bridge is reminiscent of 20th century Earth submarines. A periscope-like tube rises from the middle of the central control station to the vessel's ceiling. This is connected to the readout screens, which provide external views and navigational controls. Eye-level opaque panels run around the outer walls of the bridge, as do a variety of different colored pipes. The doors to the bridge, both fore and aft, are coffin shaped. There is just enough room for a couch on one side of the room; this is normally used by the commanding officer.

Bridge personnel wear distinctive gold

helmets, similar to pieces worn during Earth's Roman era, and red or blue sashes draped over the right shoulder. Command officers wear red, while the gold helmeted lower ranking officers wear blue.

 The **ROMULAN BIRD-OF-PREY** is a small ship. The bridge crew have to stand at their stations in a cramped control room.



Romulan Bird-of-Prey: Bridge

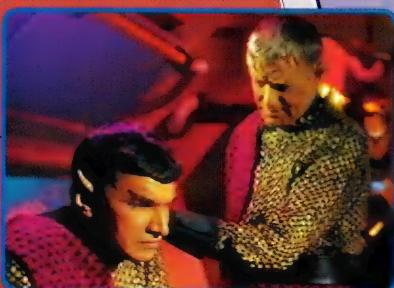


Several exposed conduits run around the walls of the control room.

The bridge can be accessed from two doors, both of which are coffin-shaped.

The crew stand around three control stations which are mounted on a central column.

In combat situations, the bridge is manned by six crewmen. The color of their sashes indicates their rank.



The only place anyone can sit is on a small couch against one of the walls. This position is usually reserved for the commanding officer.

The bridge crew consists of six men. Three of them stand at the control panels, while the senior officers stand to the side, giving orders.



FILE 53 EL-AURIAN PERSONNEL

Guinan

There is far more to Guinan, the El-Aurian bartender on the *U.S.S. Enterprise NCC-1701-D*, than meets the eye. She is well over 480 years old, and has dealings with the Borg and with Q long before the Federation encounters them for the first time.

Guinian is a female El-Aurian who serves on the *U.S.S. Enterprise NCC-1701-D* as *Ten-Forward's* civilian bartender and unofficial confessor from 2365 to 2371. As an El-Aurian, she has an innate capacity to listen to others, and her long lifespan has given her a wealth of experience; on the *Enterprise* her advice has proven invaluable to many of the crew. She also has a very close relationship with **Captain Picard**, who has found that she is very perceptive and has a rare ability to understand what really motivates people.

Guinan also has an unusual ability to sense changes in the timeline. She can instinctively tell when something has caused a major alteration, and can feel when something is 'wrong'. In some cases she even knows what happened in parallel timelines, but she

does not fully understand these abilities and does not know why or how she knows these things.

It is not clear exactly how old Guinan is – she was alive in 1893, so by 2373 she is at least 480 years old. By the late 24th century, her father is 700 years old.

Family rebel

Guinan appears to be a far from typical El-Aurian. Even as a child, she had an unusual imaginary playmate – a **Tarkassian razorbeast**. In reality, these creatures are terrifying, particularly when they smile, but the young Guinan felt comforted by the creature.

As Guinan matured, her mother suggested that her temperament was like that of her maternal uncle **Terkim**, the "family misfit." Although she was warned to stay clear of him, Guinan discovered that Terkim was "... the only member of the family with a sense of humor." She also shares

THE PERFECT BARTENDER



★ Supportive

When Counselor Troi loses her empathic abilities, Guinan helps her to realize that she can still do her job.



★ Perceptive

It does not take Guinan long to understand someone, and she can almost always offer valuable advice.



▲ Officially Guinan is the *U.S.S. ENTERPRISE's* bartender, but she also acts as an unofficial counselor. She has a knack for helping people to understand difficult situations, and the crew have come to rely on her advice.



★ Inspirational

Guinan has often tried to help the android Data to understand various human traits, such as humor.

OTHER CARDS IN THIS FILE...

2 DR. TOLIAN SORAN
3 MARTUS MAZUR

SEE OTHER FILES...

THE BORGFile 15
STAR TREK:
THE NEXT GENERATION.....File 69

the future: a hat and a flowing garment covering her from the neck down.

Curiously, it is in old San Francisco that Guinan first meets Captain Picard and the *Enterprise*'s senior crew after they journey back in time to thwart a group of **Devidiens** who are traveling through time to prey on humans before they develop advanced technology.

Guinan's willingness to help the *Enterprise* crew lands her in a cave beneath San Francisco, where she is injured during an exchange with the Devidiens. The strength of Picard's relationship with her in his own time is demonstrated when he decides to stay to look after her. When they meet again in the 24th century, Guinan does not tell her friends about this meeting, because she recognizes the importance of protecting the timeline.

Growing up

As the years pass, Guinan is married at least once and gives birth to several children, one of which turns out to be a troublesome child who "refused to listen." Guinan takes advantage of her incredibly long lifespan to develop impressive skills with the **phaser** and learns to master various other sports including fencing.

Guinan does not always travel under the same name. In 2165, she encounters **Q**, and they became adversaries. However, her contact with other members of the **Q Continuum** lead her to believe that not all the **Q** are bad.

Guinan is one of the few El-Aurians who is not on her homeworld when the **Borg** assimilate it in 2265. The attack leaves the El-Aurian people all but erased. Guinan is deeply scarred

by what happens to her people, and develops an abiding hatred of the Borg.

Into paradise

In 2293, Guinan, and other El-Aurian survivors are on two transport ships that are drawn into a deadly space phenomenon – an energy ribbon portal to another continuum called the **Nexus**. In the Nexus, a person's innermost desires become real and Guinan experiences a feeling she later describes as being "wrapped in joy." However, her time there is extremely short; a transporter beam rips her out of the Nexus seconds before her ship, the **S.S. Lakul**, is torn apart by the energy ribbon's gravimetric forces. Guinan finds it difficult to forget her experience in the Nexus, but she eventually manages to put it in her past. However, an 'echo' of her

remains there. was in trouble and that Picard helped her. The two become close friends. Picard learns that he can trust Guinan absolutely, and he places great faith in her judgment. She spends some time with him aboard his first command, the **U.S.S. Stargazer**.

Years later, in 2365, Picard recruits Guinan to work on the *Enterprise* in the Ten-Forward lounge, the social focal point for off duty personnel, serving beverages, desserts, and advice. Guinan's quarters are on Deck 8, Room 3150. Her decor is far from **Starfleet** standard. The bulkheads

"I was in serious trouble once. More than I could handle alone ... I'd still be caught up in it to this day if I hadn't trusted one man."

— Guinan on Captain Picard



Unusual perceptions

Guinan is unusually sensitive to changes in the timeline, such as the one created when the **U.S.S. ENTERPRISE NCC-1701-C** entered a temporal rift.



Abiding hatred

Guinan never forgives the Borg for what they did to her people. She advises Picard to kill Hugh, but soon realizes she is wrong.

Happy childhood

Guinan is one of several crew members who are turned into children by an energy field; she tells Ro to enjoy the experience.



are covered in elegant draperies; her bed is large, blue, circular, and decorated with a dozen pillows. Candles cover virtually every flat surface and softly illuminate the room. She is also assigned a small, utilitarian office located a few doors down from Ten-Forward.

When Guinan first comes aboard the *Enterprise* at **Nestoril III**, she rouses everyone's curiosity. She is bemused by the speculation, but volunteers nothing to counteract the gossip. The crew is soon drawn to her serenity, and it becomes almost impossible to imagine the ship without her.



First meeting

Guinan first encounters the **ENTERPRISE** senior crew when they travel back to 1893; she helps them to defeat a group of Devidiens who are traveling through time to attack the human population. She does not tell them about this meeting when she sees the crew again 'for the first time'.



Out of time

Although Guinan is pulled out of the Nexus by the **U.S.S. ENTERPRISE NCC-1701-B**, she leaves an 'echo' behind that is able to help Captain Picard.



FILE 43 STARFLEET PERSONNEL

Keiko O'Brien

Keiko Ishikawa O'Brien has managed to combine her career as a botanist with a successful marriage, but her work has often taken her away from her loved ones.

Keiko Ishikawa is a human female of Japanese ancestry. By 2367, she is working on the *U.S.S. Enterprise NCC-1701-D* as a civilian botanist. Serving on *Starfleet's* flagship offers her extraordinary opportunities to study plant life on many planets. She also works in the ship's arboretum, and grows bonsai plants in her quarters. Keiko plays the clarinet too, and performs in a woodwind quintet with **Lieutenant Commander Data**.

Data introduces her to **Miles O'Brien**, a transporter chief on the *Enterprise*, and they fall in love. Despite a bout of cold feet at the last minute, she and Miles marry in 2367 in **Ten-Forward**. Their ceremony combines traditions from her Japanese ancestry and his Irish heritage.

It is clear that Keiko's heritage is important to her

— in 2368, with the guidance of **Tarmin**, a telepathic **Ullian**, she recalls helping her grandmother, **Obachan**, with her Japanese brush painting by filling a chipped cup to clean the brush.

Happy family

Keiko conceives a child shortly after she and Miles are married. Their daughter, **Molly**, is born in 2368 aboard the *Enterprise* in Ten-Forward during a disaster that disables the ship. Without a doctor to assist her or Miles to comfort her, Keiko gives birth, coached by **Lieutenant Worf**.

Serving on the *Enterprise* is not without its dangers. Later in 2368, Keiko is one of several crew members who are held hostage by a group of **Ux-Mal** terrorists who have taken control of several of the crew, including Miles. In 2369, she is among a group of crew members who are exposed to an unknown

PROFILE ON A BOTANIST

NAME: Keiko Ishikawa O'Brien

LIFE FORM: Human female

OCCUPATION: Botanist

FAMILY: Miles O'Brien (husband), Molly O'Brien (daughter), Hirayoshi O'Brien (son)

REMARKS: Keiko serves as a botanist on the *U.S.S. Enterprise NCC-1701-D* before moving to *Deep Space Nine* when her husband, Miles, accepts a transfer in 2369.

FIRST SEEN: 'Data's Day' [TNG]



Keiko Ishikawa is a professional botanist who meets and marries Miles O'Brien while they are serving on the *U.S.S. ENTERPRISE*. The O'Brien family later moves to *DEEP SPACE NINE*.

energy field that converts them physically to children. The transformation is disconcerting for Miles and Molly until Keiko is returned to her normal size.

Her profession is

important to Keiko, but when Miles is offered a promotion to **Chief of Operations** on *Deep Space Nine* in 2369, she gives up her valued post on the *Enterprise* so that he

can advance his career.

Keiko's impression of the ransacked station is not favorable. Upon seeing their dreary quarters, she tells her husband that she's considering visiting her

LIFE ABOARD THE ENTERPRISE

Marriage
Keiko falls in love with Miles O'Brien while she is serving as a botanist aboard the *U.S.S. ENTERPRISE*. The couple are married by Captain Picard in Ten-Forward.



Second childhood
A chance encounter with a mysterious energy field returns Keiko's body to childhood.

Difficult birth
Worf acts as midwife when Keiko gives birth to her daughter Molly in Ten-Forward. The *ENTERPRISE* has been damaged in a collision with a quantum filament.

OTHER CARDS IN THIS FILE...

29 **DATA**
47 **MILES O'BRIEN**

SEE OTHER FILES...

STAR TREK:
THE NEXT GENERATION.....File 69
STAR TREK:
DEEP SPACE NINE.....File 70

mother, who turns 100 in 2369, in Kumamoto, Japan on Earth.

Keiko is doubly frustrated because there are no opportunities for her to work as a botanist on the station. Sensing her unhappiness, Miles offers to ask for a transfer, but she won't accept his sacrifice. When he offers to ensure she is on the *Runabouts* sent to explore the **Gamma Quadrant**, she insists she doesn't want him to do her any favors.

Keiko becomes concerned about how the unstructured life on *Deep Space Nine* will affect Molly and the other children, and she concludes that the station needs a school. Though her formal training is in botany, Keiko tells **Commander Sisko**, the officer in charge of the station, that she has always wanted to be a teacher. Sisko agrees to enroll his son **Jake** in the new school, and Keiko recruits other students, including **Nog, a Ferengi**.

Keiko develops a curriculum that offers a broad spectrum, such as encouraging Nog to follow the Ferengi work-study approach to learning. With something worthwhile to focus her intelligence and talents on, Keiko begins to find life more enjoyable.

Bajoran enemies

Keiko's teaching methods put her in conflict with conservative followers of **Vedek Winn**, a **Bajoran** religious leader. Keiko is teaching the children about the **Bajoran wormhole** from a scientific perspective when Winn visits the school in 2369. Winn vehemently objects to what she terms "blasphemous" teachings about the wormhole, which is sacred to Bajoran beliefs. Keiko adheres to her principles, although it means the loss of some of her Bajoran students whose parents

follow Winn. Her two most promising pupils turn out to be Nog, who aspires to be the first Ferengi in Starfleet, and Jake Sisko, whose writings she submits to the Pennington School on Earth in 2371.



Ultimately it isn't religious views that close down Keiko's school, but the **Dominion** threat from the Gamma Quadrant. Many people are afraid of the powerful reach of the Dominion, and they relocate their families back to **Bajor**. With only Nog and Jake to teach, Keiko is forced to shut down her school in 2371. Miles tries to lift her spirits with long moonlit walks in the **holosuite** and rearranges his schedule to spend more time with her. But Keiko is an independent professional who needs to work to be happy.

Miles, sensing her frustration, again tries to combine her love of botany with life on the station by asking Sisko if he can convert one of the unused cargo bays into an arboretum. Keiko objects that this would consign her career to the level of a mere hobby. But his suggestion that she join an agrobiology expedition on Bajor delights her. She takes Molly with

her for the six-month journey into the never-surveyed **Janitza mountains**.

The extended nature of the mission means that she and Molly have to spend a lot of time away from Miles. This puts a degree of strain on their relationship, but Miles and Keiko find a way to make their marriage work – she returns with Molly to visit the station as often as she can, and Miles sometimes travels to Bajor to see his family. While she is working on Bajor, Keiko is briefly possessed by a **Pah-wraith** who tries to force Miles to kill the **Bajoran Prophets**, but she survives.

Keiko conceives again in 2372, but early in her pregnancy Keiko is injured on a *Runabout* when she is returning from a botanical survey

"Until she can be a botanist again I'm not sure she's ever really going to be happy."

— Dr. Bashir on Keiko's problems

★ Religious intolerance

In 2369, the school that Keiko established on DEEP SPACE NINE is bombed by Bajoran extremists. Shortly afterward she abandons teaching and returns to botany.

★ Possessed

When Keiko visits the fire caves on Bajor, she is possessed by a Pah-wraith. It threatens to kill her unless Miles helps it to kill the Bajoran prophets.



mission to **Torad IV**. In order to save the unborn infant, **Dr. Bashir** beams it into the body of **Kira Nerys**, who carries it to term. Keiko insists that Kira moves into the O'Briens' quarters so that she and Miles can pamper her. Kira delivers Keiko's and Miles' son, **Kirayoshi O'Brien**, in 2373.

Keiko is forced to leave Bajor and *Deep Space Nine* before the Dominion occupation of the station. She and Miles are separated during the war with the Dominion, but she hopes to return to Bajor as soon as possible.

FAMILY LIFE



★ Mother's arms

Keiko and her daughter Molly are forced to spend long periods of time away from Miles, but they are a close-knit and loving family.

★ Loving couple

Some of their friends know Miles and Keiko as the "battling O'Briens". But, although they have their disagreements, they are devoted to one another.



★ Surrogate birth

After Keiko is injured, Kira carries Keiko's second child to term for her. The O'Briens call the child Kirayoshi in thanks.



Picard and the Borg: Part 2

Captain Jean-Luc Picard of the *U.S.S. Enterprise NCC-1701-D* has had intimate experience of dealing with the race of cybernetic organisms known as the **Borg**. The physical scars of his assimilation are long gone, but many other aspects of his ordeal continue to haunt him.

After Captain Picard's assimilation by the **Borg**, he returns to his home town of **Labarre**. His experiences have left him deeply scarred, and while he is here he accepts that he may never completely recover from what the Borg did to him, nor forgive them for their actions. Although Picard recovers enough to return to duty, his assimilation has had a profound effect on him, clouding his judgment where the Borg are concerned.

Picard's views are modified somewhat in 2368 when the *U.S.S. Enterprise NCC-1701-D*

rescues a young Borg, designated **Third of Five**, from a scout ship crash on a planet in the **Argolis Cluster** in 2368. Initially, Picard wants to use the drone to infect the Borg with a computer virus that would destroy them, and initially he refuses to meet with Third of Five. When he finally does agree to talk to the drone, now dubbed **Hugh** by **Geordi La Forge**, it recognizes him as **Locutus**.

Picard pretends that he is still Locutus and interrogates Hugh; he is shocked when the young Borg uses the pronoun 'I', instead of 'we'. For the first time he realizes that the Borg can be individuals outside the **collective**. It

PROFILE ON A DAMAGED MAN

Captain Picard's transformation into Locutus of Borg provides him with a unique insight into the Borg collective consciousness. This knowledge will be useful in the future.



Date: 2367

Event: Picard returns to Earth to recover from his assimilation ordeal.

Date: 2368

Event: Picard meets Third of Five, renamed Hugh, who is later sent back to the Borg collective with a sense of self.

Date: 2369

Event: Picard encounters a new group of Borg who are self-aware, have names, and have interacted with the android **Lore**.

Date: 2373

Event: Picard travels to the past to stop the Borg's assimilation of Earth.

PICARD'S BORG CONTACTS



★ Surrounded

Picard and other crew members are taken captive by Borg who are under the control of Lore.



★ Back to the Borg

Picard sees off Hugh before his return to a planet where he will be picked up by his Borg cell.

★ The Borg Queen

Picard encounters the Borg Queen in the 21st century. She would still like him to join them.



becomes all too clear to him that to use Hugh as a device to destroy the Borg would be morally wrong; if

he did, he would be no better than the enemy he is trying to destroy.

Picard returns Hugh to the collective, but he hopes that Hugh's new individuality may be passed on and that the Borg may all take on his sense of individuality. Picard tells his senior staff that this feeling of individuality, even for a brief moment, may alter the Borg forever.

A reprimand for Picard

In 2369, the Borg problem reappears. During a briefing aboard the *U.S.S. Enterprise*, **Admiral Nechayev** chastises Picard for returning Hugh to the Borg. She believes that he lost the opportunity to wipe out the Borg, who have killed thousands.

Picard's reasoning is quite clear; Hugh evolved

★ Rescued

Picard is rescued, with help from the Borg rebelling against Lore.



once he was out of the collective, and became a person. He was merely respecting Hugh's rights as an individual. Picard reminds Nechayev that no one is more aware of the danger of the Borg than he is, but he remains bound by his oath to **Starfleet** and his conscience. Regardless



PERSONNEL FILES

FILE 43 CARD 27II

Picard and the Borg: Part 2

★ The right parts

Picard's knowledge of Borg physiology allows him to remove a neuroprocessor.



★ Recurring dreams

In 2372, Picard is still haunted by nightmares of his Borg assimilation in 2366.



of Picard's feelings, Nekhayev tells the captain he must not repeat his mistake; if he encounters the Borg again, he must try to destroy them.

A new and confused Borg

In 2369, the *U.S.S. Enterprise* encounters a group of self-aware, but confused, Borg. One of them is captured and brought aboard ship, and Picard is surprised to discover he has a name, **Crosis**; all previous Borg have only had designations. Crossis tells Picard that his name was given to him by "the One." As Picard had hoped, Hugh has passed on his sense of individuality to the other Borg, but without the unifying influence of the collective they desperately needed a leader. **Data's brother Lore** has taken advantage of this and effectively enslaved them. After action by the crew of the *U.S.S. Enterprise*, Lore's spell over the Borg is broken and he is dismantled.

In 2373, the Borg invade Federation space again, and Picard discovers that he still has a form of psychic connection with them. As they approach, he has nightmares about his assimilation, and when he is close to them he can hear their thoughts. His past experiences with the Borg also make Starfleet think his

"It's not a person, dammit, it's a Borg."

— Picard to Guinan

presence in a Borg conflict would introduce an "unstable element into a crucial situation." Because of this, the new ***U.S.S. Enterprise NCC-1701-E*** is ordered to stay well clear of a Borg confrontation in Federation space.

Picard, however, cannot stand by while the Borg attack. He disobeys

orders and travels to the battle and, with his intimate knowledge of Borg technology, orders all available ships to aim their phasers at a weak spot on the **Borg cube**. The ship is destroyed, but from within the exploding cube a **Borg sphere** is launched. The sphere creates a temporal vortex which the Borg use to travel back in time and prevent the warp flight of **Zefram Cochane's Phoenix** and, thus, first contact with the **Vulcans**. This allows them to assimilate the population of Earth.

Picard gives orders for the *U.S.S. Enterprise* to follow the *sphere*. In the past, they destroy the Borg vessel, but a group of Borg transport over to the *Enterprise* and soon take control of the ship. Picard is forced into a running battle with the Borg in which it becomes clear that he can barely control himself. Despite his experiences with Hugh, he has no hesitation in killing crew who have been assimilated. To him, a person dies the moment he or she becomes a Borg.

Picard is determined to personally defeat the Borg, even though it is a hopeless battle and it



★ Lore again

Picard meets Data's brother Lore, who has interacted with the Borg.

is clear that he should destroy the ship. A human from the 21st century, **Lily Sloane**, manages to convince him that he has become obsessed when she compares his quest for the Borg's destruction to the fictional Captain Ahab's relentless pursuit of the whale Moby Dick.

New dimension to the Borg

Picard agrees to destroy the *Enterprise*, but remains on the ship to rescue the captured Data. In the heart of the Borg lair he meets the **Borg Queen**, who represents their entire consciousness.

The Borg's plans on Earth are thwarted, and the Queen is destroyed aboard the *Enterprise* when Data releases deadly plasma coolant into Engineering. Picard puts the final touch to her destruction, snapping the spinal column of her metallic exoskeleton. His revenge is complete, but it is clear that his experiences with the Borg have changed him forever.

FINAL BATTLE

End of the Queen

The Borg Queen sees Locutus as an equal and a suitable mate, a Borg who, like her, possesses an individuality that allows them to think outside of the collective. Picard, however, does not feel the same way; he knows he must destroy her to save Earth.



★ Victory

The Borg Queen's organic components are destroyed by supercooled plasma.



★ Fight to the death

When Picard foils the plan to assimilate Earth in the past, he and the Queen have a final showdown in Engineering.

★ Past memories

When Picard encounters the Borg Queen, he begins to remember their earlier meeting.



Nanites

Nanites were developed as medical technology, and can be used to perform surgery on a cellular level. Most nanites are simple machines, but in 2366 a group of them develop sentience as a result of Wesley Crusher's revolutionary experiments.

Nanites are submicroscopic robots that work on a molecular level in fighting disease and injury. They are designed to enter the bloodstream of living organisms in medical procedures and can actually perform repairs from inside a living cell.

The term 'nanotechnology' was first developed in the 20th century. A nanometer is one billionth of a meter, and nanotechnology became a term for the study of anything that could be measured in nanometers. One kind of nanotechnology is molecular manufacturing: assembling intricate products that are only a few atoms wide.

By the 24th century, nanotechnology is most developed in medical applications and **Federation** vessels such as the **U.S.S. Enterprise NCC-1701-D** carry a supply of nanites in the sickbay's genetics supplies.

Nanites hold gigabytes of mechanical computer memory, yet they are so minuscule that they can only be seen by the most powerful microscopes and detected by scanners. They are manufactured in Dakar, Senegal, like computer chips.

Cellular surgeons

Nanites are designed to work on the inside of the nuclei of human cells and are equipped with only basic skills, but they have the ability to target an illness or medical condition with far greater precision than the most sophisticated medical instruments or the human immune system itself, because they can react to disturbances more rapidly and on a more minute scale. Unlike many medicines and treatments, they can act upon something as minuscule as a single cell's

nucleus, without having harmful side effects on any other body system.

Nanites can also be manipulated in sophisticated ways, increasing their usefulness dramatically. They can be programmed to recognize not just the viruses that a body has already encountered but hundreds of other common viruses. For example, nanites can recognize criteria such as malignancy in cancer cells and specifically

destroy these cells. They can also keep working to prevent the occurrence of a disease.

Despite their great value, nanites can be incredibly dangerous and must be used carefully. There could be wild variances in their actions, and to use them in anything but carefully controlled conditions is unacceptably risky. They can use the same power with which they target and kill a diseased atom in a cell to damage

individual humans, computer systems, or entire races. Because of this, nanites are confined to the laboratory, where they are stored in an inert state.

The **Federation**'s experiments with nanites are still in their infancy, but other races, such as the **Borg**, have developed them to a much greater level. When **Ensign Harry Kim** is attacked by **Species 8472** he is disfigured and altered by the alien toxins. The

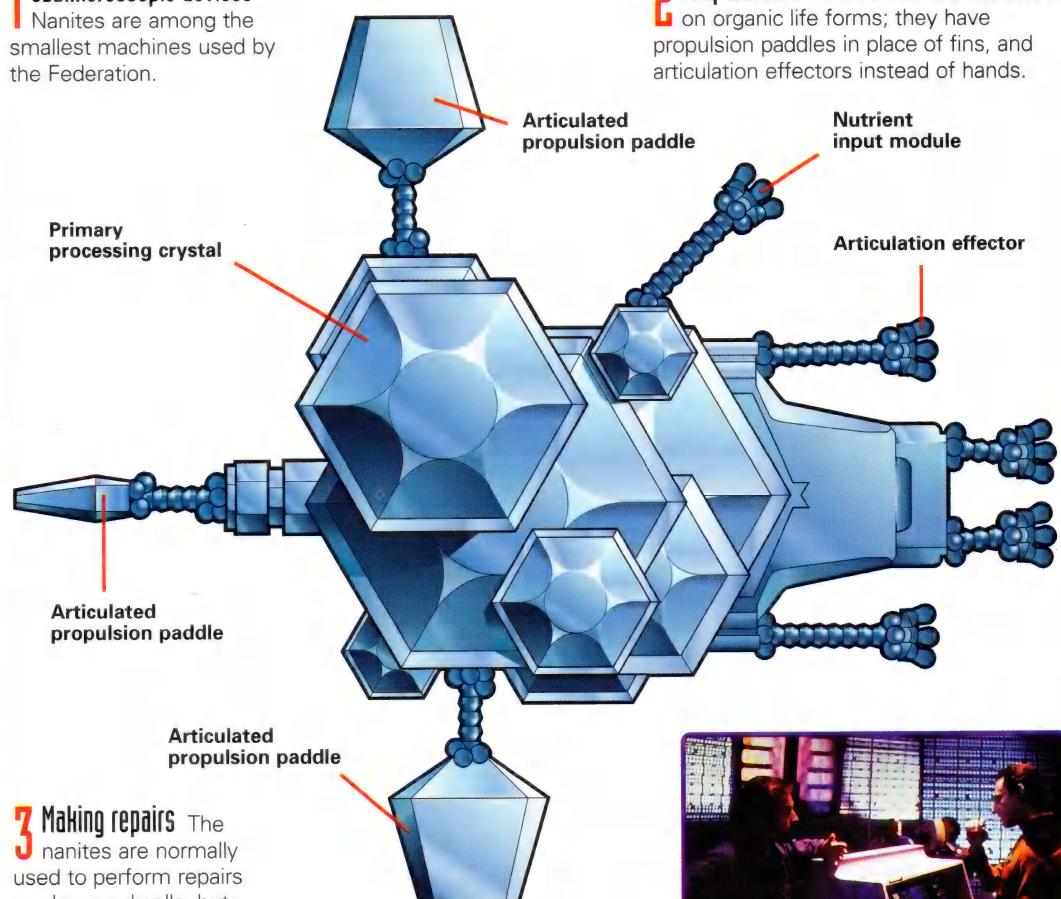


1 Nanites are microscopic machines that are designed to enter damaged cells and carry out repairs.

1 Submicroscopic devices

Nanites are among the smallest machines used by the Federation.

2 Tiny workers The nanites are modeled on organic life forms; they have propulsion paddles in place of fins, and articulation effectors instead of hands.



3 Making repairs The nanites are normally used to perform repairs on damaged cells, but they can also be used to alter cells. The Borg use nanoprobe in the assimilation process.

In 2366, a breed of intelligent nanites takes control of the U.S.S. ENTERPRISE's computers.



Nanites

Doctor replicates and reprograms 10 million Borg nanoprobes and injects them into Kim's carotid artery. They instantly target and denature the alien tissue structures in his body, allowing the human tissue to regenerate. Kim is returned to his normal appearance and function, with no ill effects.

Micro-weapons

Nanites can also be an incredibly potent force of destruction. More virulent types of nanites can be developed to serve military purposes. The destructive nanite can be unleashed like a biological weapon, though it takes two to three weeks to develop a new breed from scratch and replicate enough of them. This type of nanite is a deadly weapon that the Federation has considered using to attack the Borg and other powerful enemies.

Although they were designed for use on organic life forms, nanites can also be used to affect computer hardware. For instance, hostile nanites can attack a computer core, completely destroying it. This results in the loss of all the usual diagnostic systems that are used in crises, along with defensive weapons systems, shields, and inertial dampers. Without its computer systems, a starship can become virtually defenseless.

Nanite evolution

In 2366, **Wesley Crusher** performs advanced genetics experiments aboard the **U.S.S. Enterprise NCC-1701-D** that involve nanite interaction. Wesley is testing his hypothesis that two nanites working in tandem could improve their capabilities. Unfortunately, Wesley falls asleep while trying to pull an all-nighter, and does not properly confine the nanites in his experiment.

The nanites that Wesley experimented on develop sentience and migrate into the

► **Wesley Crusher** develops the sentient nanites as part of a school project. They escape when he falls asleep.



► The nanites enter the **U.S.S. ENTERPRISE**'s computer core, which they consume as they build more nanites. The nanites make improvements to each generation and evolve rapidly.



► The nanites endanger Dr. Stubbs' experiments, and he eradicates some of them with a high level gamma radiation burst. They realize that he is responsible, and attack him in his quarters.



Enterprise's computer systems. These nanites absorb information from their environment and integrate it into their own mechanism in replicating themselves; they are also capable of building new nanites and of improving their own design with each new generation.

Unconfined, the two nanites Wesley created quickly reproduce into millions of nanites, and consume the ship's computer core as raw material for their survival. The nanites almost jeopardize a historic astrophysics experiment, the life's work of **Dr. Paul Stubbs**.

The sentient nanites share a collective intelligence and can teach one another new skills. When they are attacked, they

behave like a living organism. Much as a hive of bees will attack a human that disturbs any part of it, the nanites attack as a group when any of them are threatened.

High level gamma radiation can kill the nanites, and low level gamma radiation slows their rate of reproduction. However, since the nanites are reproducing at an exponential rate, this is not an effective way of containing them.

ENTERPRISE in danger

The nanites in the *Enterprise*'s computers accidentally affect many of the routine functions such as navigation and communications, and the ship is put into grave danger.

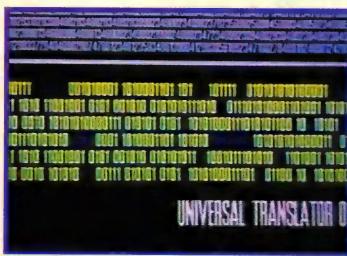
As the nanites' intelligence develops, they gain complete

control of the *Enterprise*'s systems. When Dr. Stubbs attacks them, they have enough control to pump nitrogen oxide into the ship's environmental systems.

Moving on

As the nanites evolve, they also develop a language and manage to communicate with the *Enterprise*'s crew by using the **universal translator** and then establish a more effective form of communication by taking temporary control of **Commander Data**.

Data tells the crew that they can no longer survive in the confines of the *Enterprise*'s computers, and ask to be relocated to a planet of their own. **Captain Picard** agrees, and the nanites make a new home for themselves on **Kavis Alpha IV**.



► The nanites evolve to the point where they can communicate, and Data makes contact with them by modifying the universal translator. The nanites learn the concept of language in a matter of minutes.



► The nanites agree to enter Data through his hand. Once inside, they are able to take control of his android body and establish 'face to face' communication with the *U.S.S. ENTERPRISE*'s crew.

► The nanites recognize Dr. Stubbs as the man who attacked them. They accept that he made a mistake, and explain that they were simply exploring the computer core. They ask Captain Picard to relocate them to a world of their own.



'Patterns of Force'

When the **U.S.S. Enterprise NCC-1701** is sent to find Federation historian **John Gill**, Captain James Kirk is amazed to discover that his old friend appears to have established a Nazi culture on the planet **Ekos**, and set himself up as **Führer**.

The **U.S.S. Enterprise NCC-1701** has been sent to the planet **Ekos** to find **John Gill**, a **Federation** historian who disappeared six months earlier. The *Enterprise* cannot make contact with Gill and is soon attacked by an armed probe which uses technology that is too advanced to be from Ekos or the nearby **Zeon**. It is carrying a thermonuclear warhead, but **Captain Kirk** destroys it before it can do any damage.

Kirk enters orbit around Ekos, out of range of the planet's detection devices. **Spock** tells him that, according to their records, the **Ekosians** are a primitive, warlike people in a state of anarchy; Zeon has a relatively high level of technology, and its people are peaceful.

Kirk decides to beam down to Ekos with Spock, and **Doctor McCoy** fits them both with subcutaneous transponders. Kirk tells **Scotty** to move the *Enterprise* within communications range and beam him and Spock down. Scotty is to use the transponders to locate and beam them back if they fail to make contact in three hours.

When Spock and Kirk arrive on the planet's surface, a Zeon man urges them to hide. They watch as he is arrested by officers wearing swastikas. Spock reminds Kirk that the **Prime Directive** prohibits them from interfering.

Nazi planet

News footage broadcast on a viewscreen in the street reveals that Ekos has adopted a military regime similar to that of Nazi Germany, and is now at war with Zeon. Kirk is puzzled; it is virtually impossible that another planet could independently develop a culture identical to one that once existed on Earth. They watch a Nazi officer called **Daras** receive a medal of honor and discover the planet is reaching the final decision, which will mean death to Zeon. Before the broadcast ends, the newsreader salutes the **Führer**; it is John Gill.

Kirk and Spock assume the identities of Nazi officers, but are arrested before they can find Gill. Their **phasers** and communicators are confiscated, and they are taken to a detention center where they are tortured and interrogated. In the cells they meet **Isak**, the man they saw being arrested. He tells them that the Nazi movement on

ON SCREEN...



1 Kirk and Spock beam down to the surface of Ekos. They are looking for John Gill, a Federation historian.



2 Ekos is now dominated by a Nazi-style regime - something that should be impossible this far away from Earth.



3 Kirk and Spock disguise themselves as Nazi officers, but they are caught before they can find Gill.



4 The Ekosians are puzzled by Spock, who they can see is not a Zeon or an Ekosian.



5 Kirk and Spock escape by using their subcutaneous transponders to make a basic laser.



6 Isak takes Kirk and Spock to his brother Abrom, who runs a resistance cell, but Abrom is suspicious of strangers.

'PATTERNS OF FORCE'

"John Gill was the kindest, gentlest man I ever knew ... For him to be a Nazi is impossible." -Captain Kirk

'Patterns of Force'



Ekos began when Gill arrived a few years earlier, and it is only a matter of time before Ekos invades Zeon.

Kirk and Spock remove their transponders and Spock uses the **rubindium crystals** inside them to make a crude laser, which they use to open the cell door. Their phasers have been removed by the Gestapo; the communicators have been taken apart, but Spock believes he will be able to repair one.

Isak takes them to an underground resistance group led by his brother **Abrom**. Abrom is reluctant to offer them his help, but Kirk explains that his mission is to find John Gill and that this is the only way the war can be ended. Spock reassembles a communicator, but he cannot test it until the *Enterprise* is in range.

The resistance group are captured by Daras, the high ranking Nazi from the newsreel. She shoots Abrom. Kirk and Spock manage to disarm her, but discover it has only been a test of their loyalty: Daras is really a member of the underground.

Kirk and Spock are determined to see Gill. Isak and Daras explain that **Deputy Führer Melakon** is in command. Gill sees no one, but he is making a speech from the Chancellery. Daras agrees to help Kirk, Spock, and Isak get past the guards. They dress as members of a Gestapo film crew and make their way into the building. Isak wants them to kill Gill as soon as possible, but Kirk refuses.

Drugged by Melakon

They find Gill in a booth surrounded by guards. Spock notes that he seems to be ill, or drugged. Spock manages to contact the *Enterprise*, and Kirk tells McCoy to put on a Nazi uniform and beam down. They are interrupted by the arrival of Nazi officers who have picked up a signal from the communicator, but Kirk convinces them that McCoy is drunk and they were keeping him out of the public eye.

McCoy watches Gill make his speech and confirms that he has been heavily drugged. Kirk, Spock, and Isak overpower Gill's guards. McCoy administers two doses of a strong stimulant, but it fails to revive the comatose Gill. McCoy is reluctant to administer any more in case it proves to be fatal, so Kirk tells Spock to perform a mind probe on Gill. Meanwhile Melakon initiates the final solution – all out war with Zeon. Daras urges Kirk to use the *Enterprise* to destroy the fleet, but Kirk refuses.

Spock brings Gill to a level of consciousness, and he tells them he used the example of Nazi Germany to bring order to Ekos. It worked at first, but Melakon

seized control and started a war against Zeon. Gill has been drugged and used as a figurehead. Gill loses consciousness, and McCoy refuses to give him another shot. More Nazis arrive, but Kirk convinces them that Spock is the only spy, and Spock is arrested.

Kirk injects Gill with another dose of the stimulant. Gill recovers consciousness and

makes a broadcast from the booth. He tells the people that he has recalled the fleet and that the war must stop; he also tells them that Melakon is a traitor. Melakon opens fire on the booth, and Isak shoots him. Gill is fatally wounded. Before he dies, he tells Kirk he was wrong to break the Prime Directive, but he has put the damage right – the Ekosians and Zeons will now work together.

ON SCREEN...



7 Daras arrives with a guard and appears to shoot Abrom. When Kirk overpowers her, the Zeons explain that it was just a ruse to test their loyalty.



8 Daras uses her position in the party to get Kirk, Spock, and Isak into the Chancellery. They pose as a documentary crew to avoid suspicion.



9 The Nazis almost catch Kirk's team when McCoy beams down, but fortunately Eneg is secretly a member of the Resistance and he lets them go.



10 Gill has been drugged by Deputy Führer Melakon, who holds the real power on Ekos. Melakon uses Gill's speech to declare war on Zeon.



11 While everyone is listening to Melakon's address, Kirk, Spock, and McCoy manage to force their way into Gill's booth.



12 Spock and McCoy manage to bring Gill out of his coma. They are arrested, but Kirk gives Gill another shot, and the Führer ends the war with Zeon.

STARSHIP FACTS

 Daras was given an award for turning her father over to the Gestapo – an idea he came up with in order to have her placed in a position of trust.



'Unity'

Commander Chakotay and **Ensign Kaplan** are amazed to discover a **Federation** hailing signal in the middle of the **Nekrit Expanse**. When they respond, Kaplan is killed and Chakotay is badly injured...

Commander Chakotay and **Ensign Kaplan** have completed a scouting mission and are returning to the **U.S.S. Voyager NCC-74656** in a shuttle, but Kaplan has lost track of their position. They pick up a **Federation** hailing signal, but instead of leading them to *Voyager* it takes them to a nearby planet. They manage to make audio contact with someone, but the signal breaks up. Chakotay orders Kaplan to launch a message buoy telling *Voyager* what has happened, and the shuttle lands on the planet.

On the surface, they are attacked by a group of humanoids. Kaplan is killed and Chakotay is shot, but another group appear and rescue him. He wakes up in a darkened room, where a human woman introduces herself as **Riley Frazier**. She explains that she was one of several humans who were kidnapped by an alien race and brought here; there are many other races on the planet, including **Klingons**, **Romulans**, and **Cardassians**. Most of them are at one another's throats, but some have formed a cooperative; she is one of their leaders, and sent the distress signal.

Chakotay wants to contact *Voyager*, but Riley tells him the raiders destroyed their communications array and his shuttle. He also has neural trauma and needs to rest.

Damaged Borg

Voyager has encountered an inactive **Borg** vessel. **Janeway** decides that they have to find out all they can about the Borg, and orders **Tuvok** to prepare an away team.

Chakotay offers to take Riley and her people with them on *Voyager*. She tells him they do not want to leave the planet; they want help upgrading their security. When she goes to work on the communications array, Chakotay offers to help, but she tells him he is too ill.

Tuvok, **B'Elanna**, and **Harry** discover that the **Borg cube** seems to have been disabled five years ago; they found 1100 Borg corpses, many of which were preserved in a vacuum. They brought one back for the **Doctor** to examine. Janeway is concerned that the Borg may have been defeated by a superior force, and decides to meet with Chakotay ahead of schedule.

Meanwhile, Chakotay wakes up and

FIRST OFFICER'S LOG
STARDATE 50614.2

"Ensign Kaplan and I are returning to *VOYAGER* after completing a scouting mission in the Nekrit Expanse."

ON SCREEN...



1 Commander Chakotay is returning to the U.S.S. *VOYAGER* in a shuttle when he and Ensign Kaplan pick up a Federation signal from a nearby planet.



2 Chakotay and Kaplan land on the surface, where they are attacked by a group of humanoids. Kaplan is killed, but a group called 'the cooperative' save Chakotay.



3 *VOYAGER* discovers a disabled BORG CUBE, and Captain Janeway sends a team aboard to investigate. They bring a Borg corpse back with them.



4 Chakotay has been badly injured, but ignores Riley's advice and follows her outside. He sees dozens of mutilated humanoids from several races.



5 Riley admits that she, and everyone else on the planet, are former members of the Borg collective who regained their individuality when their CUBE was damaged.



6 Orum, the cooperative's medic, tells Chakotay that he will die from his injuries unless they use Borg technology to create a neuroelectric field.



'Unity'

begins looking for Riley; he finds her on the other side of a locked door. Another man is working on her, and he can clearly see a Borg implant in the back of her head.

She admits that she and the others were assimilated by the Borg. When their *cube* was damaged by an electrokinetic storm, their link with the collective was broken. They began to recover their memories, and salvaged what they could from the ship and relocated to the planet, but many of the races that had been assimilated turned against one another. She did not tell him the truth because she was worried he would not trust them. Chakotay says he cannot hold them responsible for what happened, and then collapses.

On *Voyager*, the Doctor accidentally reactivates the recovered **Borg drone**. He disables it, but B'Elanna tells him that somehow the drone has been reset to its original programming.

Chakotay's condition is worsening, and the cooperative's medic, **Orum**, says the only way they can treat him is by using their Borg implants to form a neural link with him, so they can use their neural energy to cure him. Chakotay is close to death, and has to agree.

While Chakotay is linked to the group, he shares their memories. When he regains consciousness, he feels much better. Riley is waiting for him, and there is a residual effect which means that he can still hear her thoughts and feelings. They move together and kiss.

Voyager finds Chakotay's buoy, and detects one com badge on the planet's surface.

Radical plan

With Chakotay's help, the cooperative manage to get the short range communications back online. Orum detects *Voyager*, and Chakotay and Riley beam up. Riley tells Janeway that the cooperative want to re-establish the neural link between all of the former Borg living on the planet; they believe that by doing so they will be able to put an end to all the conflict. They need Janeway's help to reactivate the *Borg cube's* **neuroelectric generator** and redirect it toward the planet; it would only need to be active for a few seconds.

Janeway is skeptical, but agrees to consider the plan. When Riley has gone, Janeway asks Chakotay for his opinion. He tells her that Riley and the rest of the cooperative are sincere, but agrees that there are other considerations.

Chakotay beams back down to the planet and tells Riley they cannot help them with their plan. He asks her to come with them, but she refuses. He heads back to *Voyager* in a shuttle with B'Elanna. then, suddenly, he hears the cooperative's thoughts. They tell

him that they are under attack and need his help; he draws his **phaser** and stuns B'Elanna.

Voyager detects the shuttle changing course and follows it to the *Borg cube*. The cooperative tell Chakotay how to reactivate the neuroelectric generator. When the shuttle arrives at the *cube* Chakotay has to fight a *Voyager* away team, but he succeeds in reactivating the generator.

The neuroelectric link allows the

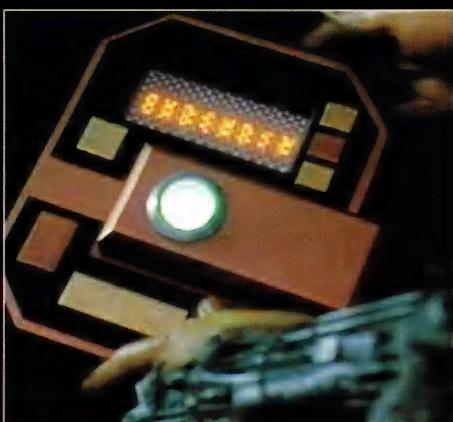
cooperative to stop the attack, but the Borg on the *cube* recover and begin to attack the away team. *Voyager* manages to beam the team to safety, and the Borg ship initiates a self destruct sequence.

The cooperative contact *Voyager* and explain that they destroyed the *cube*, and apologize for forcing Chakotay to help them. Chakotay holds himself responsible, but Janeway reassures him that the cooperative do not seem to be behaving like typical Borg.

ON SCREEN...



7 The Doctor activates the Borg drone while he is examining it. Thankfully, he manages to disable it.



8 The cooperative use Borg technology to include Chakotay in a small version of the collective, and heal his wounds.



9 Chakotay helps Riley to repair the communications array. The two of them have become very close.



10 The cooperative take control of Chakotay; they force him to shoot B'Elanna and head for the CUBE.



11 When Chakotay restores the CUBE's power supply, the dormant drones come back to life.



12 The cooperative destroy the CUBE and apologize for using Chakotay against his will.

STARSHIP FACTS

Riley Frazier is originally from Texas. She was the science officer on the U.S.S. *Roosevelt* when she was assimilated by the Borg at the Battle of Wolf 359.



F continued

flying saucer

On mid-20th century Earth, this term was applied to any unidentified flying object believed to contain alien life forms. Flying saucers figured prominently in popular fantasy literature of the era. (Starship Log: 'Little Green Men' [DS9]) **SEE FILE 70**

focal array

Integral part of the artificial wormhole project, tested aboard the **U.S.S. Defiant** in 2372. The focal array was operated by **Bejal**. (Starship Log: 'Rejoined' [DS9]) **SEE FILES 28, 70**

foil

Originally a weapon, this is also the basic sword in the sport of fencing. It features a circular handguard and a thin, flexible, four-sided blade with a button on the tip to prevent injury. (Starship Log: 'The Naked Time' [TOS]; 'I, Borg' [TNG]) **SEE FILES 68, 69**



▲ Sulu was a keen fencer who favored the foil. When he was infected by the Psi 2000 virus, he attacked several crew members with his sword.

folded-space transport

Method of space travel that conveys items and individuals instantaneously between points that are light years apart. The **Ansata** militants of **Rutia IV** and the **Sikarians** are known to have used this technology. (Starship Log: 'The High Ground' [TNG]; 'Prime Factors' [VOY]) **SEE FILES 59, 69, 71**

Folnar III

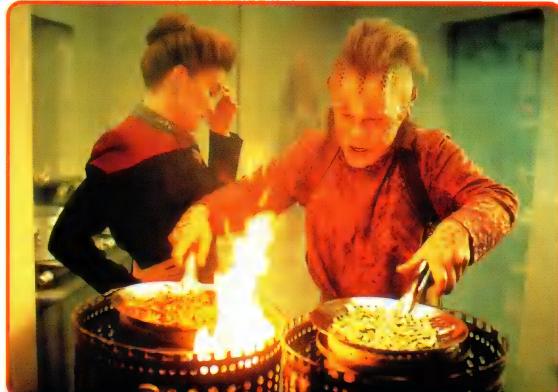
The resin-secreting **Folnar jewel plant** is native to this planet. (Starship Log: 'Dark Page' [TNG]) **SEE FILES 3, 69**

Folnar jewel plant

The resin of this botanical entity crystallizes into a gem-like fossil. It is one of many plants that are cultivated in the arboretum aboard the **U.S.S. Enterprise NCC-1701-D**. (Starship Log: 'Dark Page' [TNG]) **SEE FILES 25, 69**



▲ Klingon food is often alive, and eating it requires courage. However, many of the dishes have become very popular with other races; **DEEP SPACE NINE** has its own Klingon restaurant.



▲ Neelix attempted to save replicator power by creating a kitchen and reproducing delicacies for the **U.S.S. VOYAGER** crew. His strange meals did not always go down too well.

food

SEE **Ailis pâté**; **Alfarian hair pasta**; **algae puffs**; **Altair sandwich**; **Alterian chowder**; **Alvinian melons**; **Andorian tuber root**; **angla'bosque**; **Anthraxic citrus**; **asparagus**; **aubergine stew**; **Bajoran shrimp**; **bak**; **baked potato**; **baked Risan beans**; **Baldoxic vinegar**; **banana split**; **bantan beans**; **beetle stew**; **birthday cake**; **blackened redfish**; **blood pie**; **bloodworm tartare**; **bread pudding soufflé**; **bregit lung**; **brill cheese**; **Bulgarian canapé**; **Cardaway leaves**; **caviar**; **chee'lash**; **cherel sauce**; **cherry pie**; **chicken à la Sisko**; **chicken paprikash**; **chicken salad**; **chilabinos**; **chili burrito**; **chives**; **chocolate**; **chocolate ice cream**; **chocolate soufflé**; **chocolate truffle**; **Circassian fig**; **citrus blend**; **coffee ice cream**; **coltayin roots**; **combat rations**; **corn on the cob**; **corn salad**; **creamed spinach**; **Creole food**; **Creole shrimp with Mandalay sauce**; **croissant**; **crown roast of lamb**; **crueller**; **cucumber sandwiches**; **curried chicken**; **darvot fritters**; **dehydrated eggs**; **Delavian chocolates**; **Delovian soufflé**; **Delvin fluff pastry**; **deviled throk**; **dill weed**; **doughnuts**; **eggs Benedict**; **eggs with bacon and corned beef hash**; **endive salad**; **entree #103**; **Eskarian eggs**; **Felada onion crisps**; **feline supplements**; **feragoit goulash**; **Ferengi spore pie**; **flambé noodles**; **flan**; **foraiga**; **franks**; **freeze-dried peaches**; **French onion soup**; **fricandeau stew**; **fruit cocktail**; **fudge ripple pudding**; **fungilli**; **gabrosti stew**; **gagh**; **garlic soup**; **gelm bread**; **gladst**; **Gramilian sand peas**; **green beans**; **greenbread**; **grilled mushrooms**; **ground roll**; **gumbo**; **haggis**; **hasperat**; **hatana**; **heart of targ**; **Hlaka soup**; **hot dogs**; **hot dogs, foot-long**; **Hungarian food**; **I'danian spice pudding**; **icoberry torte**; **jambalaya**; **Jarvorkian flambé**; **Jell-O**; **Jibalian omelet**; **Jimbalian fudge**; **jumbo Romulan mollusks**; **jumja**; **jumja tea**; **Kaferian apple**; **Kai Winn soufflé**; **Kalavian biscuits**; **kaylo**; **Klingon skull stew**; **Kohlanese stew**; **Ktarian chocolate puff**; **Ktarian eggs**; **l'maki nut**; **lamb stew**; **larish pie**; **Laurelian pudding**; **leola root**; **leola root soup**; **linguini**; **Livanian beets**; **lokar beans**; **Lorvan crackers**; **macaroni and cheese**; **Mantickian pâté**; **mapa bread**; **mashed potatoes**; **Matopin rock fungi**; **moba fruit**; **moon grass**; **mushroom soup**; **mushrooms**; **Nimian sea salt**; **Nondoran tomato paste**; **oatmeal**; **Oblissian cabbage**; **Ongilin caviar**; **onion rings**; **oskoid**; **ostrich-like eggs**; **Owon eggs**; **Palamarian sea urchin**; **pancakes**; **parthas à la Yute**; **pasta al fiorella**; **pasta boudin**; **PCS**; **peach cobbler**; **peanut butter and jelly sandwich**; **pecan pie**; **Pendrashian cheese**; **Petrokian sausage**; **pipius claw**; **pizza**; **plankton loaf**; **plomeek soup**; **plomeek soup à la Neelix**; **Porakan eggs**; **pot roast**; **potato casserole**;

flying saucer
focal array
foil
folded-space transport
Folnar III
Folnar jewel plant
food
food replicator
food slot
foolie
foraiga
foramen magnum
Forcas III
forced neutrino inverter
forced plasma beam
forcefield
forcefield, holographic
Ford pickup, 1936
forensics sweep
Forlat III



▲ The Sikarians use folded space trajectors to transport across vast distances. Their system can only be used on Sikaris.



▲ Counselor Deanna Troi of the **U.S.S. ENTERPRISE NCC-1701-D** adored chocolate ice cream, and made quite a ritual of eating it. She once said she never met a chocolate she didn't like.



potatoes; powdered carrots; powdered newt; prime rib; prishic; puree of beetle; purple omelets; putillo; q'lava; q'parol; racht; ramufta; ratamba stew; ration pack; Regova eggs; rekja; rengazo; rice; roasted Waroon; rokeg blood pie; rollk; salsa; sandpeas; sauerkraut; sautéed beets; scalded targ; schplict; Sem'hal stew; Senarian egg broth; shrimp Creole; shrimp with fettran sauce; slug liver; slug steaks; soufflé; sour cream; spiced hatana; spiny lobe-fish; Spith basil; steak; steak and eggs; stewed bok-rat liver; stewed tomatoes; strawberries and cream; suck salt; Takar Loggerhead eggs; takka berries; Talaxian tomatoes; talsa root soup; targ; tartoc; Tarvokian pound cake; Tarvokian powder cake; Taspar egg; Texas barbecue; Thalian chocolate mousse; TKL ration; tojal in yamok sauce; tomato soup; tomatoes; Trellian crepes; tube grubs; tulaberries; Tuwaly pie; uttaberries; uttaberry crepes; Vak clover soup; varmeliate fiber; vegetable bouillon; vermicula; Vulcan mollusks; watercress sandwiches; Welsh rabbit; Wentlian condor snake; whipped cream; wild rice; wild torga; yamok sauce; Yigrish cream pie; Yorkshire pudding; zabee nuts; zabo meat; zilm'kach.

food replicator

SEE replicator

food slot

Hatch through which food is obtained aboard **Constitution**-class starships. Based on a different technology than food replicators, the slots were found in various locations aboard the **U.S.S. Enterprise NCC-1701**.

(Starship Log: 'Tomorrow is Yesterday' [TOS]; 'Flashback' [VOY])

SEE FILES 20, 68, 71



At least one of the transporter rooms on the original U.S.S. ENTERPRISE was equipped with a food slot for those arriving on the ship.

foolie

The orphan **Miri** used this term, apparently from her native language, to mean a game, a mischievous trick, or a practical joke.

(Starship Log: 'Miri' [TOS]) SEE FILE 68

foraiga

A Bajoran food. The **U.S.S. Enterprise NCC-1701-D** crew went to the trouble of procuring genuine **foraiga** to celebrate **Ro Laren**'s return to duty from **Advanced Tactical Training** in late 2370.

(Starship Log: 'Preemptive Strike' [TNG]) SEE FILES 16, 69

foramen magnum

Large opening in the base of the human skull through which the spinal cord passes to the cranial cavity, a focal point of the body's bioelectric field. **Onaya** stimulated **Jake Sisko**'s foramen to spur his creativity, which she fed on. (Starship Log: 'The Muse' [DS9]) SEE FILES 18, 70

Forcas III Guinan served a new drink from here in **Ten-Forward** while the **U.S.S. Enterprise NCC-1701-D** was at the **Amargosa Observatory**. A single shot produced an emotional response in **Data**. (Starship Log: **Star Trek Generations**) SEE FILE 78



Data was overwhelmed by the repulsive taste of a drink from Forcas III.

forced neutrino inverter

A type of bomb used to kill a **Flaxian** assassin named **Retaya** who was hired by the **Tal Shiar** to murder **Garak**. (Starship Log: 'Improbable Cause' [DS9]) SEE FILES 40, 70

forced plasma beam

Both the **Borg** and the **Ferengi** use forced plasma beams in their handheld weapons. (Starship Log: 'Descent' Part I [TNG]) SEE FILES 60, 69



When Seven of Nine arrived on the **U.S.S. VOYAGER**, she was kept behind a forcefield in the brig.

forcefield

An invisible emission of subatomic particles that is used in place of window panes aboard a starship, and to contain prisoners, explosions, or damage. (Starship Log: **Star Trek Generations**; **Star Trek: First Contact**) SEE FILES 20, 21, 22, 23, 24, 25, 26, 59, 68, 69, 70, 71, 78, 79

forcefield, holographic

In 2371, **B'Elanna Torres** attempted unsuccessfully to project a stable holographic forcefield to prevent a **spatial distortion wave** from crushing **U.S.S. Voyager** crew members. (Starship Log: 'Twisted' [VOY]) SEE FILE 71



Tom Paris was pleased to find a Ford floating in space as he was a great fan of old Earth vehicles.

Ford pickup, 1936

Petroleum-fueled ground vehicle, manufactured by the **Ford Motor Company** and known generically as a 'pickup truck,' from 20th-century Earth. The crew of the **U.S.S. Voyager** discovered one floating in the **Delta Quadrant** in 2372.

(Starship Log: 'The 37's' [VOY]) SEE FILES 18, 71

forensics sweep

The search for evidence for use in civil or criminal proceedings. A forensics sweep by **Tuvok** in 2371 suggested that **Tom Paris** tampered with the **U.S.S. Voyager**'s navigational control. (Starship Log: 'Cathexis' [VOY]) SEE FILE 71

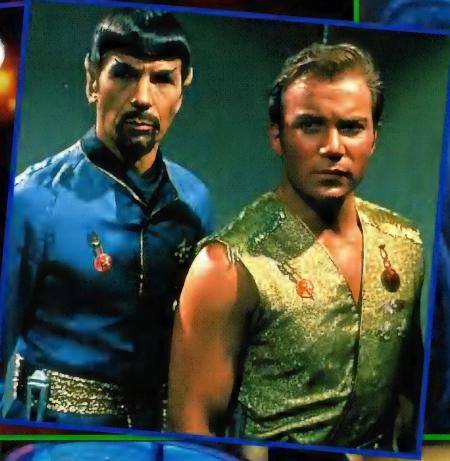
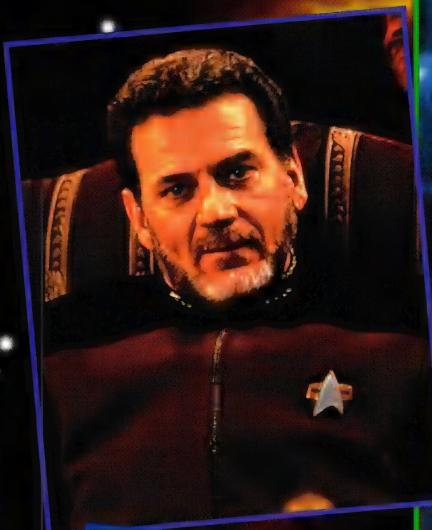
Forlat III

A Class-M planet. One of 12 sites attacked by the **Crystalline Entity** and studied by **Dr. Kila Marr**. (Starship Log: 'Silicon Avatar' [TNG]) SEE FILES 3, 69



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The Guide to the STAR TREK Galaxy

FILE 18 CARD 62



OTHER GROUPS
AND RACES

TRISKELEION

OTHER GROUPS
AND RACES

The natural inhabitants of the planet Triskelion have evolved beyond physical activity, but this has bought boredom instead of fulfillment. To add excitement to their stagnant lives, they capture members of other races and pit them against one another in gladiatorial combat.

The indigenous species of the planet **Triskelion** is an ancient race, but their evolution has taken a highly unusual turn.

Members of the race, who now call themselves the **Providers**, have evolved almost completely beyond a physical state. Through eons of devoting themselves exclusively to intellectual pursuits, they have become physically simple, but mentally superior, creatures. The Providers once had humanoid bodies, but each

now resembles a human brain. Instead of the pale gray color usually associated with that organ, they are in bright hues such as red, yellow, and green. They are housed in groups of three, a number that figures prominently in Triskelion culture, possibly owing to the planet's trinary sun. Each brain sits on a small, cylindrical pedestal with two other similarly mounted Providers, under a transparent dome.

Mental prowess

The remaining Providers may have lost their physical

bodies, but the mental prowess of these unusual beings is indisputable. The extent of their power inspires awe and fear, but their one-sided existence has led them into an intellectual and even moral decline.

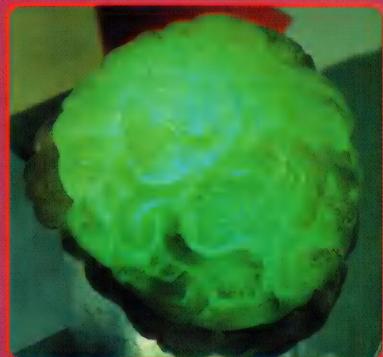
The Providers dwell in large caverns 1,000 meters below the ground. Here, their power source is shielded by solid rock. They operate it mentally, though exactly how is not understood. From their subterranean lairs, they wield enormous power. They can control a starship as far as 11 light years



away, and are capable of executing long range transports over the same distance.

Lack of any practical physical existence has led to a state of boredom. The Providers relieve their boredom through the excitement of gambling, to which they have

▲ *The Providers once had humanoid bodies, but are now nothing more than disembodied brains, housed in clear domes in groups of three.*



▲ *The brains are brightly colored, unlike the dull gray matter of human brains. Their physical stagnation has left them craving for excitement, and they gain this from the games.*

A LIFE OF SLAVERY

Innocent appearance

The planet Triskelion has a population taken from many worlds, but most of the people who live on its surface are unaware of their true origins. The Providers use their mental powers to abduct personnel from starships, leaving no trace of the final destination of their unfortunate victims. The U.S.S. Enterprise crew are abducted in this way during what should have been a routine transport.



Planet	Triskelion
Quadrant	Alpha
Class	M
Primary star	M24 Alpha
Social structure	
The original inhabitants of Triskelion have stagnated physically. The current society is composed of 'thralls', members of many races, kidnapped to participate in the games. Many of the current thralls are descended from the original abductees.	
Level of technology	
The Providers would appear to be capable of high levels of technology, but prefer to channel their interest only into the games.	
Starship Log	
STAR TREK: The Original Series 'The Gamesters of Triskelion'	

► *Triskelion has a green/blue hue from orbit, giving no indication of the dangers that lurk on its surface.*

OTHER CARDS IN THIS FILE...

21 PLANET 892-IV

55 THE WADI

98 THE LIGONIANS

99 THE GORN

SEE OTHER FILES...

STARFLEET PERSONNEL File 43

WEAPONS File 60

STAR TREK: The Original Series File 68

Galt is the Master Thrall when Captain Kirk, Chekov, and Uhura are kidnapped and taken to the planet. One of his first acts is to fit the landing party with 'collars of obedience' so that he can control them.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 62



OTHER GROUPS AND RACES

TRISKELION



become addicted. Other species are used as live game pieces.

The culture on Triskelion revolves around wagering on the outcome of mortal combat between members of other races. These combatants are not paid contestants nor seekers of glory; they are people enslaved by the Providers.

The combatants, called **thralls**, are chattels. Most are descended from a long line of thralls, and have no awareness that they are enslaved, nor that any world exists beyond

Triskelion. From time to time, the Providers kidnap others to introduce new genes into their herds.

Thralls are kept in a state of ignorance and obedience by the use of special collars known as **collars of obedience** that administer a searing dose of pain in cases of disobedience.

The master thrall

The liaison between the Providers and the thralls is the **master thrall**; during the 2260's, this is a man named **Galt**. He oversees the training and

maintenance of the thralls, but is as much a slave of the Providers as the others.

Galt can remotely activate the collars of obedience; the pain is enough to bring a thrall to his or her knees, but it causes no permanent injuries if the dose is brief.

Other punishments are lethal. A disobedient thrall might be used as a practice target, or even 'destroyed.' Such terminology reveals the low regard in which the Providers hold the thralls.

Some experienced thralls become **drill thralls**. They

When Galt activates the collars of obedience they glow, as do his eyes, and cause the thralls to experience pain severe enough to bring them to their knees. He wields power over the other thralls, but he too is a slave of the Providers.

train new thralls for combat and prime them for 'vending', or sale. A drill thrall has few special privileges, but can move about more freely than newly captured thralls, who are usually confined to individual cells when not training or fighting. Once trained, a thrall is vended.

The Providers appear to the thralls as disembodied voices and bid for them as they would for cattle at an auction. After a thrall is vended, his or her collar is color-coded to indicate ownership.

Even at a vending, betting takes place. Offworld thralls particularly excite the Providers, for they often resist training or fight harder in a vain attempt to escape from captivity. Providers will

GALAXY FACTS

► Offenses for which thralls can be punished include refusing to train, attempting to escape, and engaging in sexual activity with someone other than a designated breeding partner.

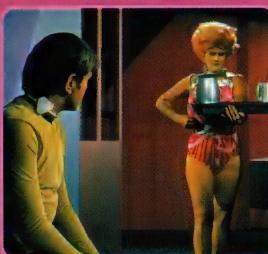
► The currency wagered by the Providers is quat-loos. These have no practical value and resemble poker chips that are not redeemed.

even bet on whether a particular thrall is trainable.

U.S.S. Enterprise NCC-1701 captain James T. Kirk

after being briefly enslaved as a thrall, challenges the Providers' contention that they are a superior species, claiming that, "A species that enslaves other beings is hardly superior, mentally or otherwise." He points out that their gaming is unproductive and hardly worthy of their intellect. When the Providers lose a bet to Kirk, they are persuaded to free the thralls and undertake the challenge of uplifting them from their degraded state.

► Chekov's drill thrall is called Tamoon. She brings him food and will teach him everything he needs to know.



► The thralls find that the Starfleet officers are prepared to put up more of a fight than most prisoners.



COMBAT FOR SPORT

In the triad

Combat takes place on the triad, a patterned, triangular playing field. The triangular symbol is repeated again and again, as the gate ornament on the fencing surrounding the game board, on the master thrall's robe, on the name plates on the thrall cells, and on the thralls' collars.

The rules differ depending on the whim of the Providers, who tailor the games to provide as much excitement as possible. A particularly feisty thrall may be pitted against as many as three others in order to provide more amusement for the Providers. The Providers care nothing for their thralls as individuals; they are considered to be nothing more than game pieces.

► Disobedience brings acute pain, administered to the thralls via the collars of obedience.



► Thralls come from many races. Many are the descendants of those taken from other planets and are unaware of their true origins.



► The thralls use pikes, daggers, whips, and nets during their hand-to-hand combat. They fight to the death.





THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16 CARD 4B



THE
DOMINION

JEM'HADAR AND KETRACEL WHITE

The Jem'Hadar consider the **Founders** to be gods, but the shapeshifters have ensured their loyalty even further by making the survival of this warrior race dependent on a steady supply of **ketracel white**.

The **Jem'Hadar** have a physical dependency on the organically derived **ketracel white**, a powerfully addictive isogenic enzyme of which **yridium bicantizine**, found in simple trinucleic fungi, is a primary active ingredient.

The circulatory system of the Jem'Hadar has been designed to completely collapse without ketracel white. Jem'Hadar are born addicted to the drug, and the molecular structure of the enzyme receptors throughout their bodies have been genetically engineered specifically to receive only ketracel white.

Dr. Julian Bashir of **Starfleet** is given the opportunity to study first-hand the Jem'Hadar addiction to ketracel white when an infant Jem'Hadar is discovered amid the wreckage of a

salvaged freighter. The child's blood chemistry is missing a vital enzyme, without which his entire circulatory system will collapse.

Bashir is unable to replace the missing enzyme, but he does discover a triglycerides compound which acts as a short term stopgap to stabilize the Jem'Hadar's system. This is the first evidence the **Federation** gains of the Jem'Hadar's overwhelming physical addiction to the white.

Effects of the drug

The drug is fed into a Jem'Hadar's circulatory system from a vial

contained within his military uniform, via a feed tube that runs from the upper left hand side of the combat vest to its insertion point approximately six inches higher, on the soldier's neck. The tube taps directly into the carotid artery, approximately at the midpoint between the jawline and collarbone.

The introduction of the drug into the Jem'Hadar's system brings about a slowing of the heart rate, an increase in neurotransmitter activity, and a stabilizing of cortical impulses, along with contentment and a certain degree of happiness. Without ketracel white, the Jem'Hadar are unable to function, and after a period of withdrawal they die.

Withdrawal symptoms



are complex but include violent trembling, muscle spasms, feelings of anxiety, heavy and labored breathing, intense pain throughout the body, small twitches and ticks, coordination problems, an inability to focus and concentrate, and impaired

Direct feed

The tubes that deliver the ketracel white into the circulatory system lead from the combat vest into the neck.



Supply

The Vorta keep the vials of the white in ornate chests that add to the sense of ceremony and ritual associated with dispensing the drug to the Jem'Hadar soldiers.

► **Doctor's dilemma**
Dr. Julian Bashir is faced with a tough professional and moral decision when a renegade Jem'Hadar asks the doctor to help his men break their addiction to ketracel white.



► **Free of addiction**
Goran'Agar pulls down his collar to show Dr. Bashir that he has no external supply of ketracel white. He hopes his men can also be cured of their addiction.

vision. An even greater problem comes from the effects of withdrawal on their ability to fight. They

become easily distracted, are unable to maintain the chain of command or to follow orders, and also lose their personal cloaking ability.

Jem'Hadar soldiers neither drink nor eat, relying upon ketracel white for their entire sustenance. It is therefore imperative that the Dominion has a constant and uninterrupted supply of the enzyme for its fighting legions.

The Jem'Hadar are always aware of when it is time for their next dose of ketracel white, and they recognize the power wielded over them by the

GREATEST FEAR

Loss of control

The Vorta know that they can only control the Jem'Hadar while they hold ketracel white; without it, the Jem'Hadar owe them nothing. When a Dominion crew and Starfleet officers are trapped on a remote world on which both their ships have crashed, Keevan, the Vorta in charge of the Jem'Hadar ship, is worried about what will happen when his supply of the white runs out. He tries to make a deal with Captain Sisko to ensure that the Jem'Hadar will be killed in an ambush so that he will not have to deal with them as they go through withdrawal. Sisko considers the plan to be despicable and cowardly; when the Jem'Hadar walk into his ambush he tries to reason with them to surrender. But they have their orders, and engage in the fight even though they know it is suicide.

Supplies running low

Keevan has just one case of white, and no way to manufacture more.

The Guide to the STAR TREK Galaxy

FILE 16 CARD 4B



JEM' HADAR AND KETRACEL WHITE



Vorta, who keep and dispense the drug on behalf of the **Founders**. But although the Jem'Hadar understand that this is the way of things, not all of them are happy about it.

Freedom desired

In 2368, **Goran'Agar**, a Jem'Hadar soldier, is the only survivor of a crash on the planet **Bopak III**. He is amazed to find that he survives after his supply of white runs out; somehow, he is free of the addiction. He surmises that this must be due to something in the environment of Bopak III, and, four years later, he brings his men to the planet in the hope that they too will be cured. When they remain addicted, he forces a Starfleet

Runabout to land on the planet and coerces Dr. Bashir and **Chief Miles O'Brien** into assisting him. Bashir discovers that Goran'Agar's own body is naturally producing the correct amount of ketracel white he needs to survive, but concludes that the ability is due to some kind



Easy way out

Keevan will send his Jem'Hadar into an ambush, then surrender himself to the Starfleet crew and live out the war safely as a POW.



GALAXY FACTS

► Before withdrawal symptoms kill the Jem'Hadar, they degenerate into little more than senseless, violent animals. They would kill anyone near them and would then turn on one another.

► As soon as a Jem'Hadar soldier receives a new vial of white, he feels a visible physical and psychological boost, similar to the 'high' experienced by narcotics addicts.

the Dominion into a series of diplomatic overtures toward the Federation.

The trinucleic fungus that forms the organic basis of ketracel white is found in abundance on the first planet of the **Kabrel system** in the Alpha Quadrant. The Dominion tries to obtain the Kabrel system during peace negotiations, but the Federation stall the talks when they discover that if the Dominion were successful in obtaining this planet, they would be able to manufacture enough ketracel white in the Alpha Quadrant to keep the Jem'Hadar supplied indefinitely. This has perhaps had an impact upon their ability to maintain a steady supply of the precious ketracel white.



Asteroid base

The ketracel white storage facility is located on an asteroid in Cardassian space. The base is destroyed by beaming down canisters of explosives.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

COORDINATES

BRIEFING:

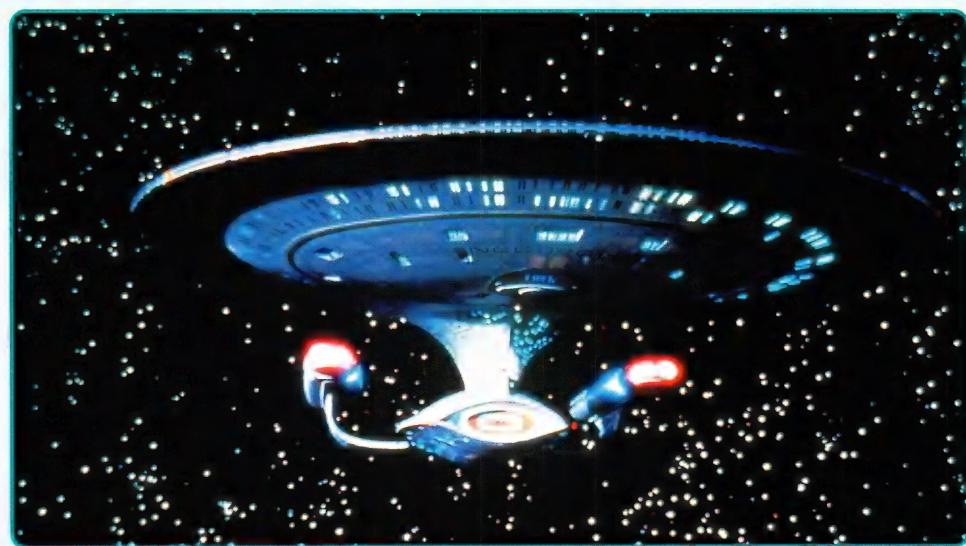
EXTERNAL & INTERNAL

The *Galaxy*-class *U.S.S. Enterprise NCC-1701-D*, like all other **Starfleet** vessels, employs a series of external and internal coordinates to ensure that any point on the ship can be located easily and accurately even by personnel who are unfamiliar with the layout of the vessel. The coordinates system works as a ship-specific map reference, pinpointing areas of the vessel in the same way that a map reference pinpoints the location of a town or village on the surface of a planet.

The internal and external coordinates systems are based on the standard three-dimensional mathematical system of three axes, in which the X axis runs horizontally from port to starboard across the ship, the Y axis runs vertically from dorsal to ventral, and the Z axis runs horizontally from fore to aft. In each case, a value of zero represents the center point of the axis, with values measured in minus and plus numbers from this point; +X represents the numbers from the center toward starboard, -X from the center toward port; +Y runs from the center toward the furthest dorsal point, -Y from the center to the ventral edge. +Z is from the forward edge of the saucer module toward aft; -Z runs forward from the saucer's edge.

Sections of the ship

To increase the accuracy of this system even further, the coordinates are calculated specifically for each of the configurations of the *Enterprise*, i.e. there is one set of coordinates for when the two sections of the ship are combined (called the 'docked configuration'), and separate ones for the saucer module and the battle section when these components are separated. Each of these sections has its own measurement origin, which is located at the most forward edge of that section. As this means that many locations in the ship can have more than one coordinate number (for instance, **Ten-Forward**'s coordinate may be calculated as part of the docked configuration or the saucer module configuration), the set of coordinates being used is identified by a subtext letter. The docked configuration is identified by a 'D', (XYZ_D), the saucer module by an 'S' (XYZ_S) and



The internal and external coordinates systems used on the U.S.S. ENTERPRISE NCC-1701-D allow any point to be described and located accurately.

the battle section by a 'B' (XYZ_B). Other specific elements of the ship are also given their own coordinates, such as the warp nacelles, designated by XYZ_{NP} for the port nacelle, and XYZ_{NS} for the starboard nacelle.

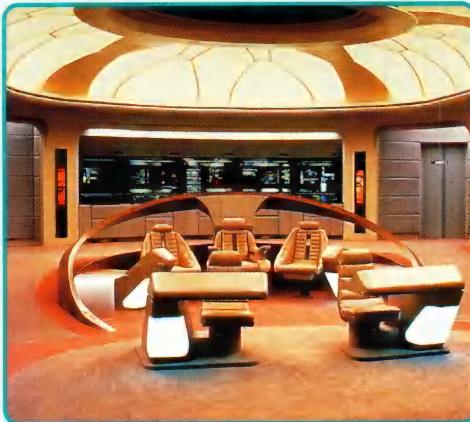
The distance from each point of origin is measured in centimeters. Thus, a point located on the saucer module hull that is 489cm toward starboard, 1034cm toward the dorsal plane, and 1296cm toward the aft edge from the point of origin would be represented by the coordinate XYZ_S 0489,1034,1296; the subscript 'S' tells the user that this point is calculated from the saucer module, rather than the docked, coordinates.

Internal coordinates

Inside the ship, an even more accurate series of coordinates comes into use, based on a 15-digit code. In addition to the XYZ coordinates, two other sets of numbers are also employed. The coordinate starts with a two digit number; this is the deck number, and it therefore follows that, for example, all coordinates for locations on Deck 12 will start with the digits 12. The next two digits give the 'sector' number; if one

imagines looking down on the saucer module from above, so that the module forms a circle, each 'sector' forms an area between radii of the circle that are 10 degrees apart, making a total of 36 sectors. In the engineering hull, the ship is divided into 10 sectors that dissect the ship from fore to aft; zero is the foremost sector, nine is at the aft of the ship. To avoid confusion with the saucer module sectors, the digit 5 is always placed in front of the sector number of the engineering section. In this way, the sectors of the engineering section are designated 50 to 59.

After the two digits representing the sector number, there are two digits for the compartment or station number within the sector. The final nine digits are the XYZ coordinates within the compartment. Thus, a figure of 12-2306-234/426/187 would represent a location 234cm toward port, 426cm toward dorsal and 187cm toward aft in compartment six of sector 23, Deck 12. Using this system, a Starfleet officer should be able to locate any point on the ship from the coordinate number alone, even if he or she has never before visited the ship.



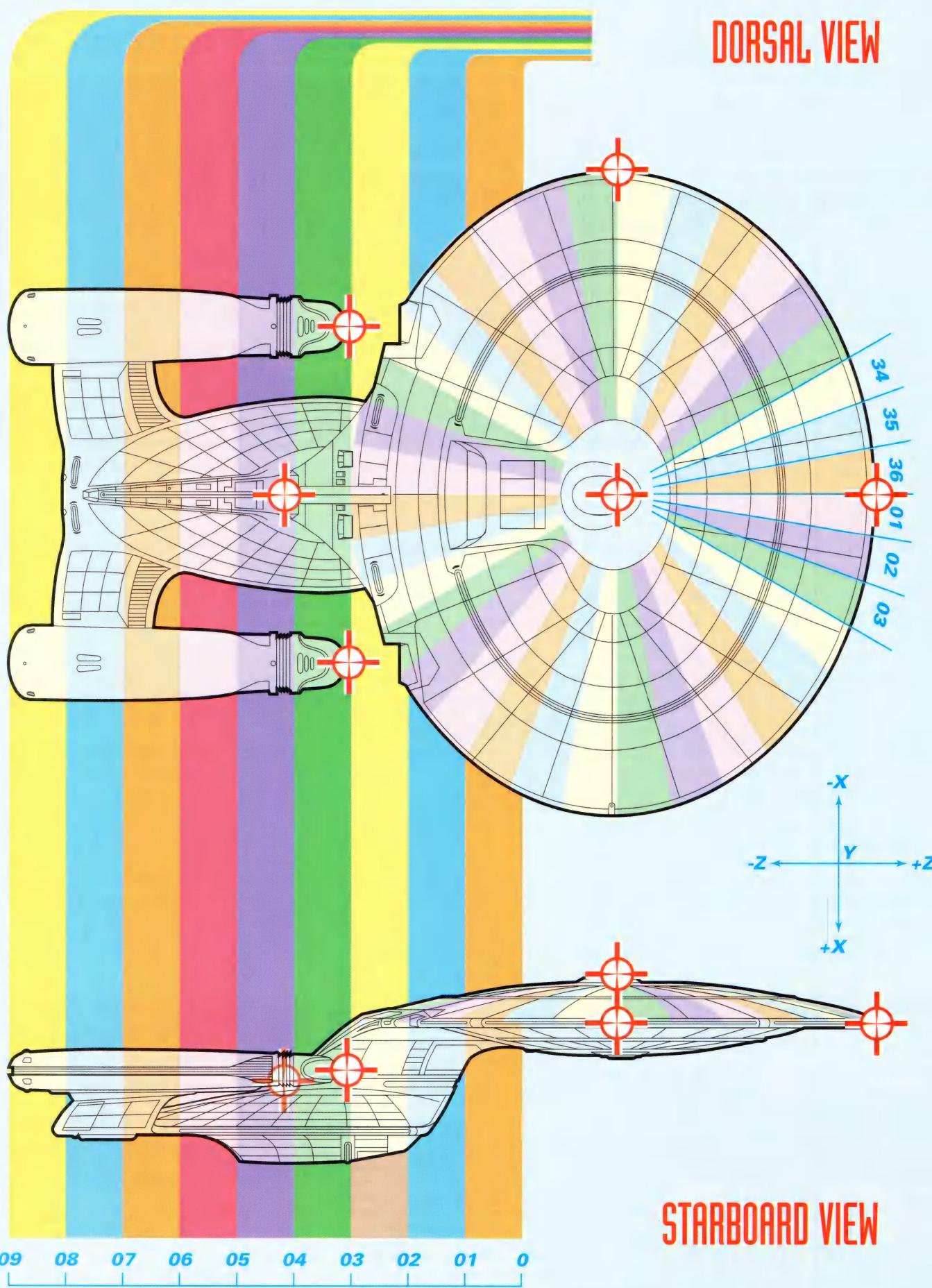
The center point of the main bridge of the U.S.S. ENTERPRISE is located at the coordinates XYZ_D0,3712,21131. This reveals that it is exactly halfway between port and starboard, 3712cm toward the dorsal surface of the ship, and 21131cm toward the aft. The forward edge of the saucer module is at the coordinates XYZ_D0,0,0.

The six figures on the door plate of a crew member's quarters give the internal coordinates at which the room is located. Thus the 02 at the front of Keiko Ishikawa's quarters indicates that the room is located on Deck 2 of the saucer section in sector 18, compartment 29. On ships that can be the size of a small town, such numbering allows rooms to be located quickly and easily, much like the planetside system of zip codes used on Earth in the 20th century.





COORDINATES SYSTEM





I.S.S. Enterprise: Crew

In the mirror universe, Earth sends out ships on missions of terrorism, destroying worlds that refuse to cooperate. On board ships such as the *I.S.S. Enterprise*, staying alive can be a mission in itself when even your crewmates are trying to kill you.

In the same way that the *I.S.S. Enterprise* of the mirror universe can be instantly recognized as a warped duplicate of the *U.S.S. Enterprise* of the primary universe, most of its crew are also familiar. The ship appears to follow a rank structure and division of labor that has direct parallels to that of **Starfleet**; the commanding officer holds the rank of captain, and is assisted by a first officer, chief engineer, chief medical officer, and others of the usual rank. The major difference between Starfleet and the organization served by the crew of the *I.S.S. Enterprise* is that on the mirror universe ship, advancement through the ranks is gained not by merit or years of faithful service, but by killing one's direct superiors.

Ambitious officers may gather groups of supporters and then stage ambushes in the ship's secluded corridors. A successful ambush

will see the captain replaced. The best a captain can hope for is that his own band of supporters will be stronger than those of his opponents.

Keeping control

In such an environment, few commanding officers can expect the long-standing loyalty of their men, so obedience is guaranteed through fear rather than respect; the **agonizer** and the **agony booth** inflict pain on those who step out of line or even make a mistake. Also, a secret device called the **Tantalus field** is used by the mirror **Captain Kirk** to rid potential adversaries from within the ranks.

This brutal system ensures that the officers who live by it are toughened to its rules. They expect trouble around every corner, and arm themselves to defend against it. A ship of the **Terran Empire** can be a very dangerous place.



► **The ambitious Chekov ambushes Captain Kirk in a corridor. If he successfully assassinates the captain, Chekov will move up the ranks of the I.S.S. ENTERPRISE – until the next ambitious junior officer comes along and kills him in turn.**

MR. CHEKOV

Mr. Chekov is one of the most ambitious young officers aboard the *I.S.S. Enterprise*; he is ready to assassinate **Captain Kirk** to move up in rank. He knows that when **Spock** moves into the captain's chair and **Sulu** rises in rank, his own ambitions will also move a step further up the ladder.

But at the last minute, Chekov is betrayed by **Crewman Farrell**, and he is punished in the agony booth for his attempt. Luckily for Chekov, he unknowingly attempted to assassinate not his captain, but Kirk's primary universe counterpart. The primary Captain Kirk spares his life, against the advice of his bodyguards.

Had Chekov's attempt to assassinate Captain Kirk been successful, he would have gained a promotion and, no doubt, the favor of those between Kirk and himself in the chain of command.



CREWMAN FARRELL

Crewman Farrell saves Kirk from Chekov's assassination attempt. He expects power and money in return, and is unaware that it is the primary universe Kirk he has saved.

► **Farrell believes that he will gain more by staying loyal to Kirk than by helping Chekov.**



L.T. KYLE

Lieutenant Kyle has the unfortunate luck of being on transporter duty when the primary universe **Kirk**, **McCoy**, **Scotty**, and **Uhura** arrive in the mirror universe. He is punished for the transporter malfunction, even though it is not his fault. Kyle begs for mercy, but **Spock** uses the agonizer on him regardless.

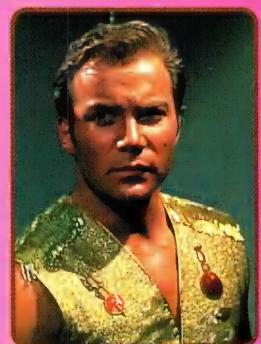


► **Lt. Kyle greets all personnel who beam in to the I.S.S. ENTERPRISE transporter room with a militaristic salute reminiscent of Earth fascists.**

CAPTAIN KIRK

The mirror universe **Captain James T. Kirk** gains command of the *I.S.S. Enterprise* by assassinating **Captain Christopher Pike**. He is an angry, brutal man whose first impulse is to fight; he bargains his way out of an unpleasant situation by promising rewards such as money and power to his men in return for their loyalty.

Kirk is a formidable enemy. His first official act as captain is to suppress the **Gorlan uprising** by destroying the rebel homeworld. His second official act is to execute 5000 colonists on **Vega IX**. At the time of the transporter malfunction that sends him into the primary universe, his orders are to destroy the **Halkan** homeworld if the Halkans do not comply with the **Terran Empire**'s demands. Ending up in the brig of the primary universe *Enterprise* confounds this violent man, and the actions of the primary **Mr. Spock** provoke his furious temper. He is so angry that he fails to notice that he is not in his rightful dimension, despite the different uniforms.



► **The Captain Kirk of the I.S.S. ENTERPRISE is a violent man. His irrational behavior makes it easy to tell him apart from his civilized primary universe counterpart.**

I.S.S. Enterprise : Crew

DR. MCCOY

The **mirror universe's** Dr. Leonard H. McCoy does not keep his sickbay as neat as that of his primary universe counterpart, and stores medical records and equipment in different places. Rather than the dedicated healer who serves the ***U.S.S. Enterprise***, the mirror McCoy is a sadistic butcher who runs his sickbay as a chamber of horrors. His staff take bets on the likely demise or survival of the patients under his so-called 'care'.



► **The mirror universe Dr. McCoy cares little for his unfortunate patients.**

MR. SCOTT

Not much is known of the **Mr. Scott** of the **mirror universe**, but the fact that the arrival of the primary universe Scotty on the ***I.S.S. Enterprise*** arouses no suspicion suggests that he is at least physically identical to his counterpart.

► **The primary universe Scotty looks enough like his mirror counterpart that his presence in that universe goes unchallenged.**



MR. SPOCK

Unlike the calm and logical **Vulcan** of the primary universe, the **mirror universe Mr. Spock** is inclined to brutality if it is part of Imperial protocol, or if he can justify it by some twisted logic. But he has no desire to be captain of the ***I.S.S. Enterprise***; he prefers his scientific duties, and as such is a smaller target for ambitious underlings. Spock is not, however, above becoming rich from his adventures. He describes his time with **Kirk** as "both successful and profitable."

Like his captain, the mirror Spock is a formidable enemy, but he is a man of integrity in both universes. He regrets his orders from the **Empire** to assassinate Captain Kirk should Kirk fail to get the Halkans to cooperate with the Empire's demands. He takes advantage of his relationship with Kirk in order to warn him and give him time to act within the logic of their universe. Spock is also smart enough to quickly realize that everything is not what it seems, and extracts the truth about the people who appear to be his crewmates from the mind of the primary universe **Dr. McCoy**. Unlike his counterpart, he has little regard for the pain caused by a forced **Vulcan mind-meld**.

Spock's meeting with the primary universe personnel show him that the Terran Empire's way is not the most logical, and he is convinced that peace would be a better way forward. In the following years, he assassinates the mirror Kirk and eventually rises to a position from which he can reform the **Terran Empire**. But Spock's reforms unwittingly weaken the Empire and it is eventually overthrown by the **Alliance of Klingons and Cardassians**. Spock's experiences result in a fear of further interference from the primary universe, and transporters are redesigned to prevent the same accident from happening again.



► **Spock realizes that violence is not logical, and begins to reform the Terran Empire.**

MARLENA MOREAU

In the **mirror universe**, male starship captains have a companion known as the 'captain's woman'. Whether female captains have a similar male companion is unknown. A captain's woman holds a position of power on board her captain's ship, but if she is thrown over by him, she will be humiliated on that vessel and must find another that will take her.

The mirror Kirk's woman is a slim, exotic beauty named **Marlena Moreau**; Moreau works in the chemical lab aboard the ***I.S.S. Enterprise***, and has privileged information about the **Tantalus** device, used by Kirk to disintegrate his enemies. She frequently pushes the button and does his dirty work for him. She is smart as well as beautiful; she is clever enough to know that her relationship with the mirror Kirk is coming to an end, and recognizes that something is different about 'her' Kirk when he is replaced by his primary counterpart. She is determined that if Kirk throws her over, she will sleep her way to the top regardless.

► **Marlena Moreau holds a certain power as the captain's trusted confidant, but she is dependent on his favor to retain her position.**



MR. SULU

In addition to his duties as helmsman, the **mirror universe**, **Sulu** is responsible for ship's security aboard the ***I.S.S. Enterprise***. He goes about his job in a similar manner to the Gestapo of 20th century Earth's Nazi era, frequently using his position to further his own career. Even minor maintenance requires his authorization.

Sulu has a long scar, similar to a wound that would be caused during a duel with bladed weapons, down the right side of his face. He appears to see himself as something of a ladies' man, and has a fixation on **Uhura**, whom he seems inclined to pursue even while on duty. He is careful, however, only to harass her when he is the highest ranking crew member present, and never when a senior officer is around.



► **Sulu considers his position of power aboard the *I.S.S. Enterprise* to be sufficient excuse to harass women.**

LT. UHURA

Like **Mr. Scott**, the primary universe **Uhura** is able to move around the ***I.S.S. Enterprise*** without anyone suspecting that she is not who she seems. The mirror Uhura appears to hold a communications role similar to that of her primary counterpart. But as well as dealing with messages from other craft, she also has to contend with unwanted sexual advances from crewmates such as **Sulu**, and keeps a knife in her boot to protect herself from these encounters. Clearly, she has learned to look out for herself.



► **In the mirror universe, Uhura's uniform is far more revealing than that of her Starfleet counterpart; it is little more than a bikini.**



Marta: Orion Animal Woman

Marta is intoxicating but insane, at one moment exuding the seductive prowess of a mature woman, the next overcome by the impulsive, selfish, and reckless urges of a toddler. She is the most exquisite and complex of the green Orion animal women.

With her short, jet black hair, petite features, silky green skin and captivating cat-like eyes, Marta is sex appeal personified, but she is as poisonous as she is beautiful. This beguiling humanoid is a temptress to be reckoned with, and one to be resisted at all costs.

Green **Orion animal women** are beautiful, sensual, seductive, and always seem to be scantily clad. In personality, they are akin to mythical fairies, part endearing child and part playful vamp. They are to many men the ultimate woman, spellbinding because of the romantic-erotic ideal they personify.

Traditionally, Orion women are subverted as slaves, abducted from their planet in droves. They are then used as a commodity of trade; this is particularly true during the 23rd century. Their role is to serve others, whether by pleasing their captors or by

acting as weapons of seduction to weaken their masters' enemies.

Whether appearing as an illusion, as **Vina** did to **Captain Christopher Pike** during his visit to **Talos IV**, or in the flesh, even the greatest leaders fall prey to an Orion woman's intoxicating charms. And Marta wouldn't have it any other way. Getting the attention of ordinary men does not interest her; she sets her sights and affections on the highest ranking officers in the Galaxy, and ultimately suffers for it.

A gift for charming

Like many of her race, Marta has acquired skills that enhance her physical beauty and make her even more desirable. Her gift for dance is the most alluring of her charms. A wise seductress, she methodically engages her talent; beginning slowly, she floats across the floor with fluidity, playfully teasing her audience and

PROFILE ON MARTA

NAME: Marta

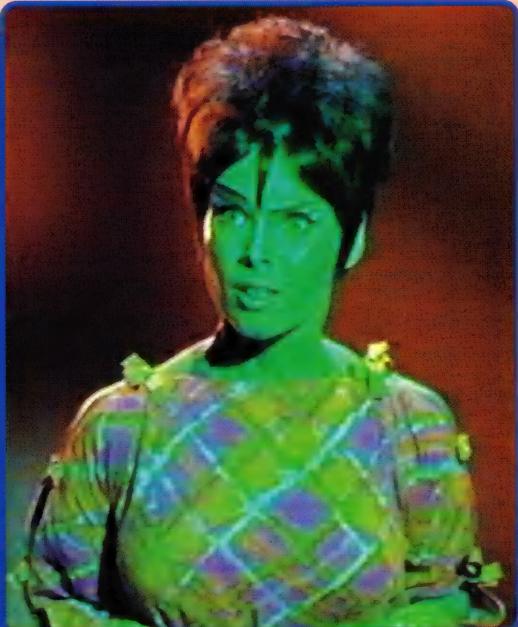
LIFE FORM: Orion animal woman

STATUS: Deceased, 2268

LOCATION AT TIME OF DEATH: Inmate at the Elba II penal colony, a Federation facility for the incarceration and treatment of the criminally insane.

COMPANIONS: At the time of her death, Marta is the consort of **Garth of Izar**, a former Starfleet officer who declares himself 'Lord Garth' and attempts to take over Elba II.

FIRST SEEN: 'Whom Gods Destroy' [TOS]



▲ Marta is a beautiful but insane Orion animal woman. In 2268, the equally dangerous Garth of Izar takes advantage of her mental frailty, enlisting her help in a nefarious plot to take over the penal colony where they are both being held.

MISPLACED LOYALTY



Consort of the Lord

Garth of Izar proclaims himself a Lord, and Marta is his consort. Both are insane, and so far Federation medicine has done little to help them. Their illness makes them dangerous to others and to themselves.

New lover

Marta is flirtatious and fickle with her affections. When Captain Kirk arrives, her 'devotion' to Garth is soon transferred to the dashing Starfleet captain.



making them beg for more. Her dance then builds in momentum and intensity, pulling her spectators up out of their seats. Her routine ultimately climaxes in animalistic gyrations that

leave her spectators trance-like, and weak with desire.

Even the half-Vulcan **Mr. Spock** is not entirely immune to her charms. In her first meeting with Spock, she begs to "blow

off one of his ears" just for fun. Spock tries to explain away his interest in this alluring creature as nostalgia, saying that her dancing reminds him of Vulcan nursery school



Response

Kirk is not immune to Marta's charms. He does his best to keep his mind on his mission, but nonetheless he soon finds himself in a passionate embrace with the Orion animal woman.

Marta: Orion Animal Woman



★ New friends

Marta meets Kirk
and his crew when they
deliver a new medicine
to the penal colony.

★ Dancer

**Marta's skill as an
exotic dancer adds to
her charms.**

children in performance. But he, like his human crewmates, is clearly affected by her charms.

Inmate in love

Unlike other women of her race, Marta possesses a fiercely independent, rebellious, and self-righteous spirit. Arguably more intelligent than other Orion women, she resists total enslavement and blazes a uniquely autonomous, albeit criminal, presence across the Galaxy.

After a history of pathological narcissism, violent outbursts, and delusional tenets, she is sent to **Elba II**, the Federation's rehabilitation penal colony for the criminally insane.

Marta is one of only 15 internees on the planet; the poisoned

atmosphere ensures that if any of them are able to escape, there is nowhere for them to go. While held on Elba II, she falls for the most handsome, sinister, and dangerous of all of Elba II's inmates, **Garth of Izar**.

A romantic relationship quickly develops between Marta and Garth. Childlike, taunting, caustic, but deeply affectionate, they coexist at the mercy of their impulses. Marta demands constant adoration and threatens violent tantrums if she does not get it. Garth dotes on her one moment, and threatens to kill her the next. Together they are a danger to themselves and to others.

Formerly a renowned **Starfleet** fleet captain, Garth was severely injured in an accident during

"I'm the most beautiful woman in this galaxy. I'm beautiful and intelligent too. I write poetry and paint marvelous pictures. And I am a wonderful dancer."

— Marta

★ Other Skills
Marta likes to quote from the works of Shakespeare. But her interest seems to have more to do with making a dramatic impression than with scholarly appreciation.

2250's. He was physically restored to health by the inhabitants of **Antos IV**, but they also taught him the art of cellular metamorphosis and this rendered him insane. The madman genius channels his leadership urges into a plot to take over the Galaxy, with Marta as his consort.

Marta moves, however, from one allegiance to another. When the **U.S.S. Enterprise NCC- 1701** arrives on Elba II on **Stardate 5718**, she tosses her devotion to Garth aside and falls instantly in love with **Captain James T. Kirk**.

Taking over the asylum

Kirk dismisses the doting inmate; his mind is on a mission to deliver **Dr. Leonard H. McCoy's** breakthrough new medicine to the penal colony's governor, **Dr. Donald Cory**. Marta's loyalty to Garth is replaced by a burning desire to please Kirk, and she tries to convince the *Enterprise's* captain that things on Elba II are not what they seem – and, specifically, not who they seem. Kirk dismisses her warnings and is then captured by Garth, who has used his shapeshifting abilities to assume Dr. Cory's image. Marta is hurt by Kirk's slight, and turns her affections back to Garth.

Due to Marta's and Garth's unpredictable temperaments, their takeover attempt is erratic at best. When Garth fails to worship Marta, she strikes back by wooing Kirk. Her fickleness does not disturb

Garth; in fact, he names Kirk as his prince and heir apparent at his symbolic coronation.

Marta's crush on Kirk accelerates to obsession. She nurses Kirk after Garth has tortured him, embracing him tenderly. Kirk at last weakens and returns her affection. Marta's passion grows, and Kirk returns the emotion. Then, with animalistic intensity, Marta pulls a dagger from behind his pillow, and raises it high. Sensing the treachery, Kirk writhes out of her clutches in the nick of time. Garth, who has now taken the form of Spock, witnesses the act. He has reached the end of his patience with the tempestuous Orion girl.

Death of a temptress

Garth excitedly reveals his secret weapon for world domination: an explosive capable of obliterating Elba II and anything within thousands of miles of its orbit. To prove his intentions, and to punish Marta, Garth organizes a demonstration. On the viewscreen, Kirk watches as Marta is driven beyond the colony walls. A tiny explosive crystal has been planted in her arm. Garth detonates it and, in a flash of light and the violent roar of an explosion, Marta dies.

Had Marta possessed the skills to channel her gift, she could have conquered a galaxy of men. But instead her beauty worked against her; she found it so easy to move from one man to another that she developed true loyalty to none.

DISPLAY OF POWER

Sentenced to death

Marta pays dearly for switching her affections from Garth to Captain Kirk. In revenge, Garth kills her in a demonstration of the power with which he plans to take over the Galaxy.

A terrified Marta is taken to Elba II's poisoned surface, where, at her lover's hand, she dies in an horrific explosion. The only mercy she is given is that her death is quick.



★ Final fate

Marta struggles violently, but she cannot escape the grip of her captors, who are protected from the poisoned atmosphere by environmental suits.

Life snuffed out

At the touch of a button from inside the complex, 'Lord' Garth wipes the disloyal Marta out of existence in a display of his power.





The EMH: Away Missions

The EMH of the *U.S.S. Voyager* NCC-74656 has evolved well beyond the parameters of his original programming. Perhaps the most significant event in the life of this complex holographic being occurs when he gains the ability to leave the ship.

In 2373, an accident sends the *U.S.S. Voyager* NCC-74656 to Earth, 1996. Here, the ship's **Emergency Medical Hologram** program is downloaded from the orbiting *Voyager* by the amoral computer genius **Henry Starling**, who then provides the **Doctor** with an autonomous **holoemitter** created with 29th-century **Federation** technology.

The holoemitter is a small device, worn on the sleeve, that can transmit a holographic program without any additional equipment. *Voyager*'s entire EMH program can be downloaded into it; consequently, anywhere the device can go, the EMH can be generated. In short, the Doctor can go where no EMH has gone before: off the ship. As long as the Doctor wears the

holoemitter and nothing damages the device, he is, in his own words, "foot loose and fancy free."

Starling modifies the EMH program so that the Doctor can feel pain and thus can be tortured. He is also used as a shield against attacks by *Voyager* crew members, but the unpleasant aspects of his adventure are overridden by his awareness of, and excitement over, the possibilities offered by this incredible device.

Learning fast

Despite his lack of experience, the Doctor acquires himself admirably. He helps Starling's other hostage, **Rain Robinson**, to escape, and rescues **Chakotay** and **B'Elanna Torres** from an independent militia group.

During the next month, the Doctor studies

FIRST TRIP PLANETSIDE

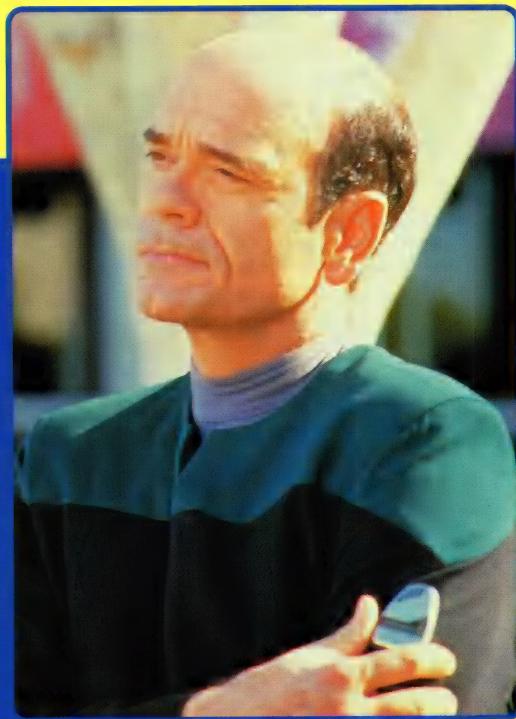
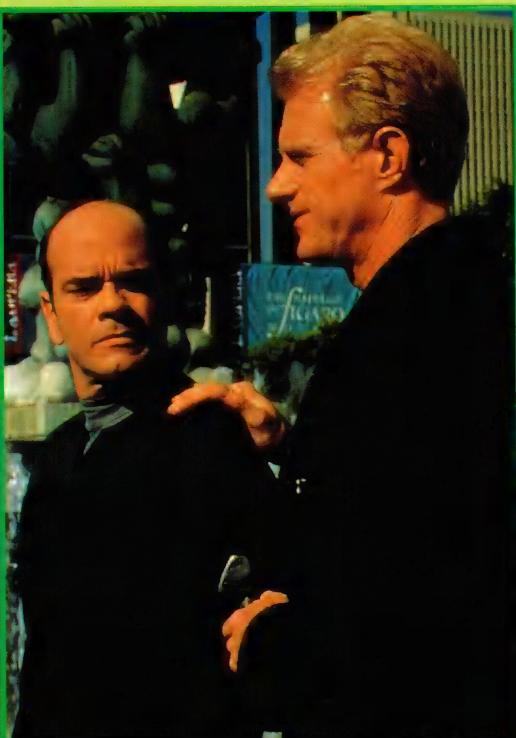


★ Kidnapped

The doctor appears in Henry Starling's office after the 20th century scientist steals his program from the *U.S.S. VOYAGER*. This is the first time the Doctor has left the ship.

★ In danger

The Doctor's first excursion is anything but a joyride; he is held hostage by Starling and used as a bargaining chip.



THE DOCTOR'S AWAY MISSIONS

YEAR: 2373/1996

DESTINATION: Earth

STARDATE: 50425

DESTINATION: Garan mining colony

STARDATE: 50693

DESTINATION: Mikhal Traveler settlement

STARDATE: 50912

DESTINATION: Nuyrian colony

STARDATE: 51186

DESTINATION: Alien vessel inhabited by Dejaren, a HD25 holographic life form

YEAR: 2374

DESTINATION: *U.S.S. Prometheus*

▲ The portable holoemitter provided by Dr. Henry Starling has allowed the Doctor to leave the ship. His journeys off the *U.S.S. VOYAGER* have taken him to numerous planets, other ships, and even, briefly, back to the Alpha Quadrant.

★ To the future

Captain Janeway has the senior crew assemble for a toast; the doctor has just returned from his first away mission.



★ New acquisition

The Doctor shows Rain Robinson and Tom Paris the holoemitter on his sleeve that has given him the ability to move about freely.

The EMH: Away Missions



★ Out of character

When program modifications cause a bout of insanity, the Doctor beams down to a planet in his crazed attempts to 'protect' Kes.



★ A chance to help out

When the crew of the U.S.S. VOYAGER are abducted by the Nyrians, the Doctor's artificial senses are able to help in locating an escape route.



★ On the spot

The Doctor is now able to beam down to a planet's surface to help out injured personnel.

Starfleet guidelines for away team members, hoping for the chance to venture off the ship once again.

On **Stardate 50425**, back in the **Delta Quadrant**, the Doctor eagerly volunteers for an away mission to a **Garan** mine; the prospectors have become infected with an unknown virus. He is perfect for the job, not only because he is a doctor, but because he cannot be infected.

The Doctor visits the mines and is amazed by everything he encounters. At first, Chakotay feels that he is easily distracted and suggests he concentrate on more significant matters, but by the end of the mission Chakotay assesses the Doctor's performance as "exemplary."

On **Stardate 50693**, after attempting to reprogram himself

with an improved bedside manner, the Doctor's personality subroutines degrade unpredictably. In a jealous rage, he kidnaps **Kes** and beams to a planet that has a settlement of **Mikhal Travelers**. Here, he attacks a traveler who has been wooing Kes. Eventually, the Doctor is returned to the ship, and to normal. No permanent harm is done, but the incident illustrates that his newfound mobility is not always an advantage.

In distress

Another example of the downside of the holoemitter is illustrated when the Doctor once again takes part in an away mission, on **Stardate 51186**. *Voyager* receives a distress signal from a hologram who is the only 'survivor' on an alien ship. But this hologram, or **isomorphic projection**, is obsessed with cleanliness and is in fact responsible for murdering the ship's crew. He steals the Doctor's holoemitter, giving himself the mobility it affords, before he is stopped by **B'Elanna Torres**.

The Doctor has, however, also played the hero. When the *Voyager* crew are abducted by the **Nyrians**, Chakotay is able to smuggle the

holoemitter out with him and, when reactivated, the Doctor's program is modified by **B'Elanna** so that his senses act as a makeshift sensor device. This enables him to 'see' the concealed exit out of the sealed environment and ultimately allows the crew to escape from their captors.

Link to home

The EMH's most important and dramatic away mission comes a few months later. **Seven of Nine**'s new and improved astrometrics lab leads to the discovery of a vast network of alien communication stations, the most distant of which is within sensor range of the **U.S.S. Prometheus**, a Federation ship in the far reaches of the **Alpha Quadrant**.

Captain Janeway proposes sending the Doctor 60,000 light years through the communication network, and despite the danger that his program may be lost, he accepts the mission.

The trip through the network works exactly as hoped. The Doctor is downloaded, intact, into the ship's enhanced EMH system along with an initiation code, and he soon materializes on the experimental starship. Here, he has the most exciting and dangerous mission of his short 'life' so far; he meets an EMH Mark II – a next-generation medical hologram created for the *Prometheus* – and learns that the ship has been taken over by **Romulans** who have killed the crew. Luckily, he is able to defeat the intruders and completes his original mission orders: the delivery of a message regarding *Voyager*'s survival to the Federation authorities. Whether any away mission the Doctor undertakes in future will be such an experience remains to be seen.



DOCTOR'S DIAGNOSIS

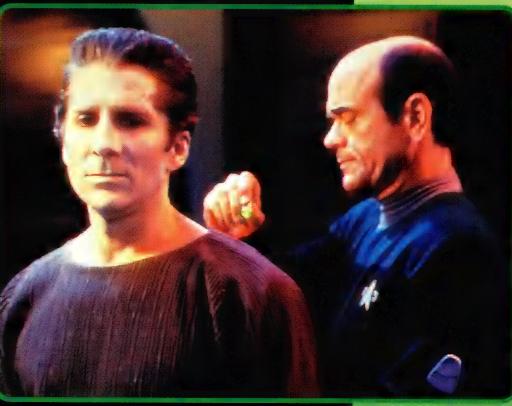
Hindred spirit

The EMH's inexperience and excitement over away missions can sometimes be a problem. En route to the alien craft containing **Dejaren**, a **HD25** holographic life form – the first being like himself the Doctor has met – he paces the shuttlecraft, excited about the coming meeting with another of his kind.

Once on the alien craft, the doctor babbles on about his mobile projector, learning to become independent, and the progress he has made aboard *Voyager*. He does not consider that **Dejaren** may not be as benign a hologram as him.

★ Artificial friend

The Doctor can still be slightly naive on away missions. He nearly lets his fascination for a fellow holobeing blind him to the threat the insane **HD25** represents.



★ Successor

On a trip into the **Alpha Quadrant**, the Doctor meets an EMH Mark II.



★ Enemy

The Doctor is able to defeat the Romulans to save an experimental new Starfleet vessel.



FILE 43 STARFLEET PERSONNEL

Admiral Leyton

Admiral Leyton is Head of Starfleet Operations, stationed on Earth in San Francisco. When a Dominion invasion of the Alpha Quadrant is feared, he is prepared to take drastic measures to ensure the protection of his home planet.

Admiral Leyton is an imposing figure. He is a tall man in his mid 50s, and he carries himself with a vigorous and firm military posture. At first glance, the admiral looks younger than he is, but his close cropped beard, graying at the chin, gives away his years of experience; he is a veteran of conflicts with many enemies of the Federation, including the Romulans, the Tholians, the Cardassians, and the Borg.

Benjamin Sisko served under Leyton early in his career, and was promoted to lieutenant commander by Leyton when they served together on the *U.S.S. Okinawa*. Following this promotion, Sisko served as Leyton's executive officer aboard the ship. Leyton continues to think very highly of Sisko and his abilities; he is the man who recommended Sisko for his current assignment on *Deep Space Nine*.

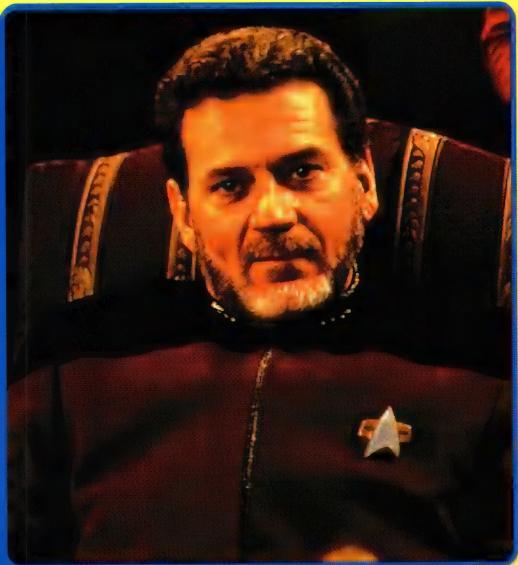
Those who have served under Leyton, as captain and admiral, find that he is not always the easiest officer to work with. Of all the executive officers who have served under him, Sisko is the only one for whom he has fond words.

Difficult traits

Leyton can be fanatical, obsessive, grating, and inflexible, but, ultimately, he sees himself as a true patriot fighting for the good of the Federation. It is these qualities of patriotism that eventually lead to fanaticism and ruin when, in the face of the threat from the Dominion during 2372, Leyton attempts to create a military dictatorship on Earth.

Following **Odo**'s discovery that a number of changelings may have infiltrated the Federation, Leyton leads a group of high ranking **Starfleet** officers in recommending sweeping security measures intended to protect Earth. When the

PROFILE ON LEYTON

NAME: Leyton**LIFE FORM:** Human male**STARFLEET RANK:** Admiral**STATUS:** Head of Starfleet Operations in San Francisco.**PREVIOUS POSTING:** Commanding officer aboard the *U.S.S. Okinawa*; Benjamin Sisko served under him.**REMARKS:** Admiral Leyton takes seriously the threat of a Dominion incursion into the Alpha Quadrant and Earth; he is willing to kill fellow officers to make his point.**FIRST SEEN:** Homefront [DS9]

▲ **Admiral Leyton's first concern is for the safety of Earth, but the measures he is prepared to take fall well outside Starfleet protocol. In many ways, it would seem that Leyton himself is far more of a threat to the Federation than the Dominion he so fears.**

Federation President

rejects these measures as being too extreme, Leyton vigorously disagrees with his decision.

When 27 diplomats attending the Antwerp Conference on Earth between the Federation

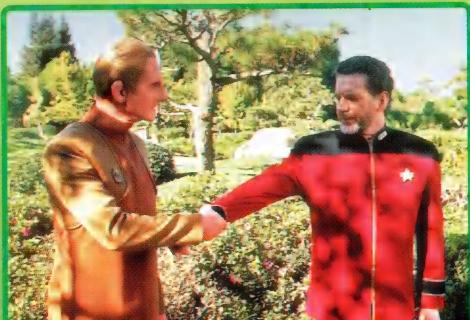
Romulan Empire

are assassinated, Leyton recalls Sisko and Odo to

Starfleet Headquarters in San Francisco. The suspected culprit is a changeling, but Earth security is at a loss over what to do. Leyton himself

has never encountered a changeling face to face until he meets Odo.

Leyton feels that Earth is in great danger, perhaps the greatest since the last world war, and fervently believes that something must be done about these

FEAR OF THE DOMINION**★ Changeling threat**

When Leyton himself is impersonated by a shapeshifter, he feels justified in the extreme measures he has already taken to ensure Earth's safety.

**★ Trusted ally**

Leyton has worked with Sisko before, on the *U.S.S. OKINAWA*. He has a great deal of respect for the Starfleet officer, and wants him reassigned to Starfleet Security.

**★ Plans revealed**

Leyton uses Red Squadron, an elite team of Starfleet Academy students, to cause a power blackout all across Earth. He blames the power cuts on changeling sabotage.

OTHER CARDS IN THIS FILE...

45 CAPTAIN BENJAMIN SISKO
76 CAPTAIN ERIKA BENTEN

SEE OTHER FILES...

THE DOMINION File 16
A GUIDE TO FEDERATION File 19
STARFLEET File 19
OTHER FEDERATION File 31
STARSHIPS File 31
STAR TREK: DEEP SPACE NINE File 70

PERSONNEL FILES

Admiral Leyton

FILE 43 CARD 73



★ Too drastic

Leyton believes that a military takeover of Earth is the best option, but Sisko disagrees. The Federation president also thinks Leyton's plans are too drastic.

★ Military rule

Leyton places Starfleet officers on every street corner, and arms them with stockpiled weapons.



testing certain high-ranking Federation officials and Starfleet officers.

When Odo discovers a changeling impersonating Leyton, the real admiral's fears of Dominion activity on Earth are confirmed. His plans escalate amid his fears that the President of the Federation is not willing to do whatever is necessary to protect Earth and her people.

Martial law declared

Leyton plots to rectify this unacceptable situation himself. He arranges to use Starfleet Academy's elite **Red Squad** to infiltrate the **Division of Planetary Operations** in Lisbon, where they download disordering protocols into Earth's power grid network. These protocols spread to every power relay on the planet, knocking them out one at a time. Leyton blames this catastrophe on

"Without the chain of command, Starfleet would cease to function and we wouldn't stand a chance against our enemies."

— Admiral Leyton

dangerous shapeshifters. As Sisko has had more experience with the changelings than any other Starfleet officer, Leyton assigns him to the post of Head of **Starfleet Security** on Earth.

Leyton becomes obsessive about meeting the changeling threat with an increase in Earth's overall defensive and preventive security measures. His greatest fear is that changelings could already be anywhere on Earth and could replace anyone, at anytime.

Some of the security measures that Sisko and Leyton recommend to Federation President **Jaresh-Inyo** include increased security at Federation and Starfleet installations on Earth, and blood

changeling sabotage and reveals that he and his staff have been preparing for just such an emergency. He has been stockpiling **phaser rifles**, personal forcefields, and **photon grenades** — enough to equip an army — for months. Plans have also been developed for the declaration of martial law and the placement of Starfleet troops in the streets.

Leyton is thoroughly convinced that such extraordinary measures are needed to counter the changeling threat. He uses the contrived emergencies to prove to the Federation President and all residents of Earth, who have no idea that Leyton himself is behind the blackouts, how real and dangerous the changeling threat is. Following the President's agreement to allow Leyton to place troops in the streets, the admiral effectively controls Earth.

Leyton's only problem comes in the form of his former executive officer, Ben Sisko. While Leyton believes that seizing power and placing Earth under military control to defeat the Dominion is justified if this is what is needed to avert the threat, Sisko refuses to believe that a military dictatorship is in anyone's best interests.

Leyton's military coup is carefully planned. Over a period of just three

ONE STEP TOO FAR

Loyalty exhausted

When Leyton learns that the **U.S.S. Defiant** is returning to Earth with evidence of his planned military coup, he orders the **U.S.S. Lakota** to fire on the ship. Luckily, the **Lakota's** Captain Benteen defies his orders and refuses to destroy the **Defiant**.

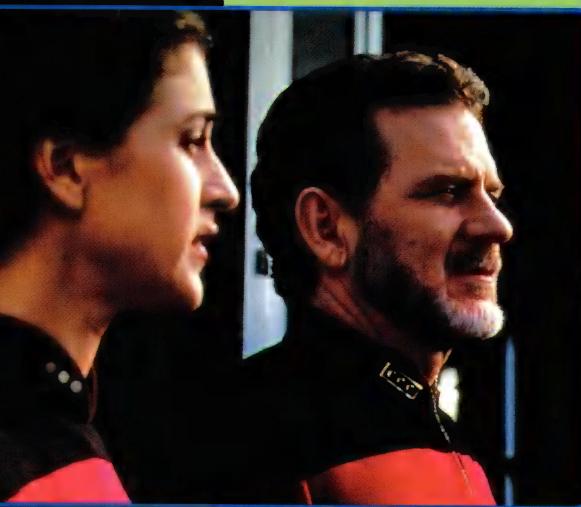
★ Attack

Admiral Leyton orders Benteen's ship to attack the **U.S.S. DEFANT**.



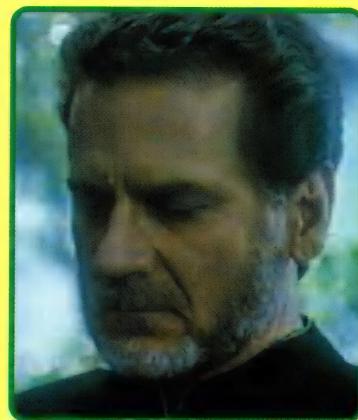
★ Assistant

Erika Benteen is Admiral Leyton's adjutant before he promotes her to her own starship command. She has served him loyally, but she knows that her duty to Starfleet is more important than her duty to him.



★ Supporters

Admiral Leyton is careful to place people he trusts to support him in key positions. Fortunately, not all Starfleet officers are as paranoid as he is, and Erika Benteen realizes he has gone too far.



★ Resignation

When Leyton's plan is revealed, he removes his pips and resigns from Starfleet.

weeks, he personally reassigns more than 400 officers to key positions on Earth or in command of Starfleet ships in the Earth sector. He then plans to replace the Federation President and explain to the people of Earth that he must assume control of the planet until the threat has passed.

Plans foiled

Leyton's plan appears to be succeeding until **Lt. Ariaga**, a co-conspirator, is captured and testifies that under Leyton's orders he attached a **subspace modulator** to a relay satellite on the far side of the **Bajoran wormhole**; this gave the appearance of a cloaked Dominion invasion force. In conjunction with staged events on Earth, this was enough for people to believe that an invasion was imminent.

Once Leyton's manipulative plan unravels, the admiral has no choice but to resign his commission and turn himself over to **Starfleet Command** in disgrace. His planned military coup ends quietly and without bloodshed; Earth will have to find other, less drastic ways to defend itself against the Dominion.

Jem'Hadar Pistol

The Jem'Hadar use functional directed energy weapons with a simple design. They are rarely seen without their pistols, although they normally prefer to use their larger directed energy rifles.

The Jem'Hadar use a wide variety of weapons, including swords and a form of ax, but in normal combat they favor directed energy pistols and rifles. The standard Jem'Hadar pistol is a small, efficient weapon that is roughly equivalent to the Starfleet hand phaser. All Jem'Hadar carry pistols, even though they more often use the more powerful rifles.

The pistol is made of a light gray metallic material; it has a relatively short handle that is molded so that it can be held easily. The top of the pistol forms a thin rectangular barrel, ending in a small brass-colored nozzle; a rounded shield is attached to a point just behind this and slopes back over the barrel. A thin guard slopes down from a point just below the nozzle, at slightly more than a 90

degree angle. When it is about two thirds of the way down the length of the handle, the guard curves back into the handle's base.

The pistol is typically worn in a holster hanging from a Jem'Hadar's waist on the right side. The nozzle points downward with the handle pointing upward; this means that it is easily available and can be drawn quickly.

Firing the weapon

When firing the pistol, the Jem'Hadar tend to use a two-handed grip. The pistol produces individual bolts of blue/white energy. The blasts can be fired in quick succession and they have a percussive effect; they will, for example, blast chunks out of a rock.

There is no indication that Jem'Hadar weapons can be set to stun, but a single blast is not necessarily fatal. An indirect hit can



▲ The relatively small Jem'Hadar pistol is worn on a holster that hangs from the belt of the uniform tunic. This provides easy access and allows a quick draw.

leave a human alive, but a direct strike normally leads to almost instant death.

Like many weapons, Jem'Hadar directed energy weapons have their limitations. They can be disabled by a dampening field, and they cannot be fired while the Jem'Hadar's personal cloaking devices, or shrouds, are engaged.

JEM'HADAR PISTOL

A smooth metallic guard slopes down toward the front of the pistol, presumably to protect delicate workings beneath.

The middle section of the barrel has exposed workings, most of which are thin metallic tubes.

The pistol handle is molded to provide a comfortable and steady grip, thus ensuring an accurate aim.

Handheld destruction The Jem'Hadar pistol is used in the same way and for the same purpose as the Starfleet phaser. It is a simple, handheld device that retains the traditional pistol design once used for projectile weapons. Exactly what kind of directed energy the pistol uses, and what kind of power source provides it, is unknown.

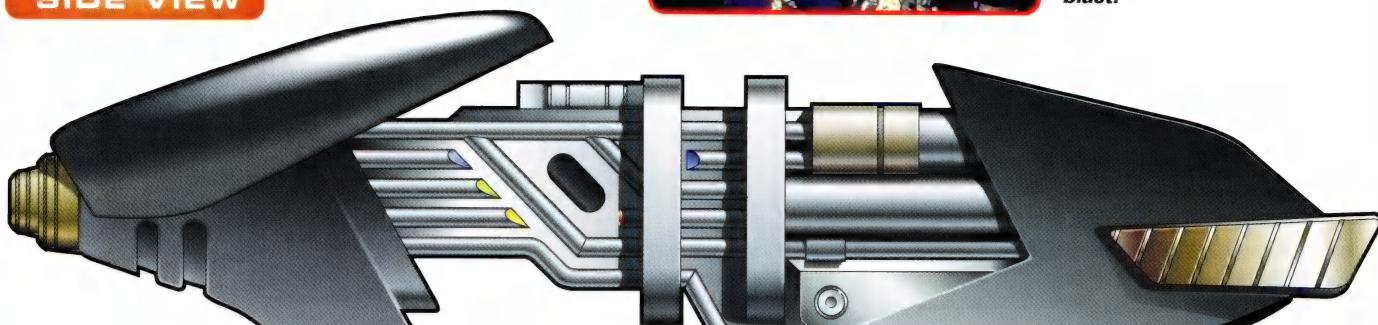
Jem'Hadar Pistol

DIRECTED ENERGY WEAPON

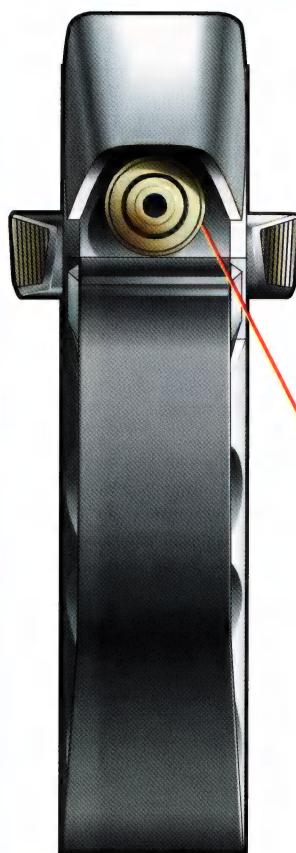
SIDE VIEW



► The Jem'Hadar pistol is far from the most powerful weapon Starfleet has encountered, but it is better to negotiate than be on the receiving end of a blast.



FRONT VIEW



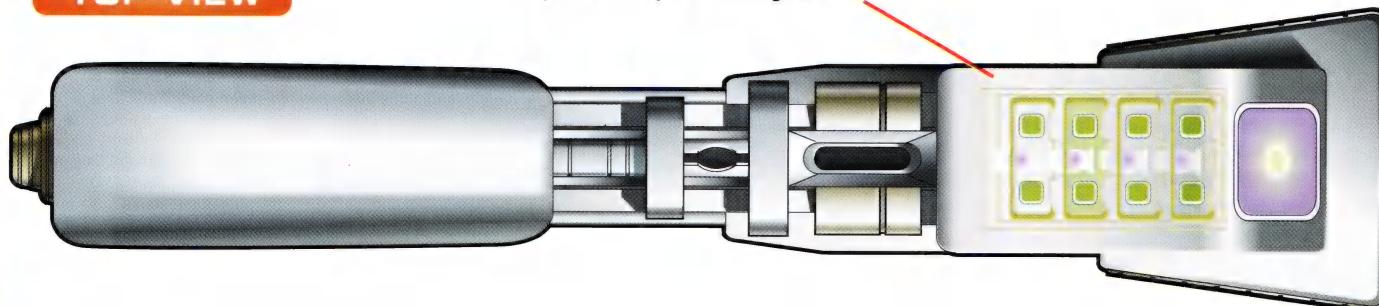
The directed energy beam exits the pistol at the front of a bronze-colored nozzle.

This sloping guard section protects the mechanisms behind it and the hand that is holding the weapon.



► **discreet defense** The small size of the Jem'Hadar pistols does not diminish the destructive capabilities of the weapons; the pistols can kill with a single blast and also break through solid rock. There has been no evidence of a stun setting during skirmishes with Starfleet personnel. Some individuals have survived being hit by the weapon, but it is not known if the Jem'Hadar firing at them intended to kill or merely injure their victims.

TOP VIEW



The rear end of the pistol is also protected by a metallic guard.



FILE 69 STAR TREK: THE NEXT GENERATION

'A Fistful of Datas'

A computer malfunction traps Worf, his young son Alexander, and Deanna Troi in Alexander's Wild West holodeck program. To their amazement, every other character they encounter wears Data's face.

Geordi and Data are working on a new interface that could turn Data into an emergency backup system for the ship's computer; it requires them to take the Engineering computer offline for a few hours.

Worf and his son Alexander take part in a **holodeck** simulation of the Wild West. 'Sheriff' Worf and 'Deputy' Alexander find themselves in **Deadwood**, 19th century Earth, where Worf apprehends killer **Eli Hollander** with help from the mysterious stranger **Durango**, played by **Deanna Troi**.

As Geordi begins the interface between Data and the ship's computer, Data experiences an energy fluctuation in his neural net. Geordi decides to check the programming before continuing.

Back in the holodeck, Alexander is abducted by Eli Hollander's father, **Frank**. The new character resembles Data; outside, Data's speech patterns begin to take on a distinctly western twang.

Datas everywhere

Frank meets with Sheriff Worf in the saloon and offers to swap Alexander for Eli. Worf realizes that something is wrong, but is unable to interrupt the program. Deanna suggests that if they play out the narrative, the program may automatically cease.

Geordi discovers the interface malfunction has replaced leisure systems with Data's computer records; his memory structure has been infiltrated by information from the computer's recreational base, particularly files relating to the American West.

Worf agrees to meet Frank for a hostage exchange on the town's main street. After Alexander and Eli are handed over, Frank's men fire at Worf, but, with the aid of a forcefield fashioned from a telegraph machine and a communicator's energy cell, he escapes injury. He and 'Durango' then run Frank and his men out of town, and the program comes to an end.

Data and the ship's computer return to normal after Geordi completes a memory purge; the rendezvous with the *Biko* supply ship goes ahead. Worf promises Alexander that, one day, they will return to Deadwood.

STARSHIP FACTS

A Other crew use their leisure time to rehearse 'Something for Breakfast', a play by Dr. Beverly Crusher.

ON SCREEN...



1 Worf has been working on some new security drills, but Captain Picard thinks he would be better off taking a break.



2 Geordi and Data are working on a new experiment that requires them to take the Engineering computer offline.



3 Worf takes advantage of the break to play out a Wild West holodeck scenario with his son, Alexander. Worf plays a Sheriff; Alexander is his deputy. The scenario is set in Deadwood, a typical 19th century frontier town on Earth.



4 A malfunction in Geordi and Data's experiment causes Frank Hollander, and then all the characters, to take on the appearance of Data.



5 Worf is shot by Hollander's men, but a makeshift personal shield he is able to fashion protects him. It lasts for 15 seconds, long enough for him to survive the gunfight.



6 When the computer malfunction has been corrected, Worf, Alexander, and Deanna are free to exit the holodeck. Worf promises his son that they will one day return.

CAPTAIN'S LOG

STARDATE 46271.5

"The *ENTERPRISE* has entered orbit of *Deinonychus VII*, but our scheduled rendezvous with the supply ship *BIKO* has been delayed for another 48 hours. In the meantime, many crew members are taking advantage of the delay to pursue their own projects, myself included."



FILE 69 STAR TREK: THE NEXT GENERATION

'The Quality of Life'

Data becomes convinced that small servomechanisms called **exocomps** have become sentient life forms. If he's right, the discovery will have serious repercussions for the experiments they are designed to carry out.

In the **U.S.S. Enterprise NCC-1701-D**, Dr. Farallon explains her new invention to **Captain Picard**. The **exocomp** is essentially a modified industrial servomechanism, into which she has incorporated an advanced microreplication system, allowing it to fabricate specialized tools and make realtime repair decisions. She plans to use the exocomps to complete her work on experimental mining technology.

When one of the exocomps burns itself out rather than enter a dangerous plasma conduit, **Data** suspects that they have become sentient beings and tells Dr. Farallon she should stop using them.

Establishing rights

The captain reminds a dismissive Farallon that recognizing new life is the principle mission of the *Enterprise*; he allows Data and Geordi to carry out a test. This time, the exocomp fails to save itself, and Farallon resumes her work. But Data eventually realizes that the machine saw through the test conditions; knowing there was no actual danger, it carried on with its repair work.

Geordi and Picard visit Tyrus VIIA to check on Farallon's progress. The experiment's particle impeller begins to overload, threatening to flood the work station with radiation. Picard and Geordi find themselves stranded; Farallon suggests that the exocomps could be used to save them.

Three exocomps consent to transportation. They reach the station and begin to siphon power from the core. The radiation is lessened, allowing Picard and Geordi to drop their forcefield and beam back to the *Enterprise*. In order that two of the exocomps can also return, one stays behind to disrupt the particle stream, enabling the **transporter** room to establish a signal lock.

Dr. Farallon admits to Data that the exocomp's self-sacrifice has made her reconsider her attitude to the machines; she will no longer treat them as simple tools. The doctor returns to her work on the particle stream; she expects to be busy for at least another year.

STARSHIP FACTS

 Over a game of seven-card, Worf tells Dr. Crusher that beards are a sign of Klingon courage.

CAPTAIN'S LOG STARDATE 46307.2

"We have just come into orbit of Tyrus VIIA to monitor progress on the Tyran particle fountain, a radically new mining technology. So far, the project has been fraught with problems and is well behind schedule."

ON SCREEN...



1 **Geordi** is given a demonstration of the exocomps when Dr. Farallon uses one to mend a power grid failure in her facility on Tyrus VIIA. The components needing repair are inaccessible to humans, but can be reached by exocomps.



2 Dr. Farallon gives Captain Picard a demonstration of her inventions' capabilities, including their ability to replicate whatever tools are needed for specific jobs.



3 Data becomes concerned that an apparent malfunction in an exocomp is actually indicative of its reluctance to put itself in danger.



4 By trying to save the life of a trapped engineer, Picard and La Forge become stranded on the station. A small containment field gives them some protection.



5 Three exocomps are sent to rescue the trapped officers. One exocomp sacrifices itself to allow the other two to return to the U.S.S. ENTERPRISE safely.



6 Dr. Farallon is forced to admit that the machines are, in fact, sentient. From now on, she will have to rethink the way she uses them.



FILE 70 STAR TREK: DEEP SPACE NINE

'The Passenger'

A dying criminal scientist from **Kobliad** implants his consciousness into a member of *Deep Space Nine*'s crew in an attempt to steal a shipment of drugs that will increase his life expectancy.

Hira and **Bashir** pick up a distress signal from a fire-damaged transport ship, the **Reyab**. Upon beaming aboard, Bashir discovers an injured woman, **Ty Kajada** of **Kobliad Security**, **Rao Vantika**, a prisoner on her ship, deliberately started the fire but has been fatally injured by it.

Vantika is pronounced dead, but Kajada is not convinced; Vantika is obsessed with prolonging his own life and has faked his death many times before. Kajada is sure Vantika wanted to come to *Deep Space Nine* to hijack a shipment of **deuridium**, which the Kobliad use to stabilize their cell structure and increase life expectancy. **Dax** thinks that Vantika's consciousness could have taken over another body.

Hijack planned

That night, **Quark** is grabbed by a figure claiming to be Vantika, who asks about the preparations for the arrival of the deuridium. Quark confirms that he has hired a group of mercenaries to carry out the theft.

Quark takes the mercenaries to the **Rio Grande**, but is startled to find Bashir inside the ship; Vantika took over the doctor's body while they were on the *Reyab*.

The shuttle travels out to the **Norkova**, the vessel transporting the deuridium; Vantika and the mercenaries beam aboard, take control, and raise shields.

Sisko refuses to negotiate, and Dax devises a plan; an electromagnetic pulse could be used to disrupt Vantika's neural patterns, forcing him to release the doctor. The pulse is sent alongside the tractor beam. Bashir begins to regain control of his consciousness, and manages to lower the *Norkova*'s shields. He is instantly beamed back to Ops, where Sisko, taking no chances, stuns him with a **phaser** blast.

Dax modifies a transporter to extract the remaining Vantika cells from Bashir's nervous system, then places them in a small containment jar. Determined that Vantika should never threaten others again, Kajada immediately destroys the jar with a phaser.

STARSHIP FACTS

Odo comes into conflict with Lt. **George Primmin**, a newly appointed Starfleet security officer. Sisko makes it clear that he considers Odo to be the senior officer.

'THE PASSENGER'

"Rao Vantika is obsessed with his own survival. He's prolonged his life through the use of cryogenics, drugs, transplants ... He's organized raids on government labs to steal biogenerative research. I promise you that when he started that fire on board my ship, he had a plan to survive."

— Ty Kajada to Sisko

ON SCREEN...



1 Traveling back to *DEEP SPACE NINE* aboard the *RUNABOUT RIO GRANDE*, Major Kira and Dr. Bashir pick up a distress call from a damaged Kobliad vessel.



2 Dr. Bashir locates the fatally injured Rao Vantika. The prisoner grabs him by the throat and, with his dying breath, orders the doctor to "make me live."



3 Dax theorizes that Vantika could have stored his consciousness on a microscopic generator, then injected a biocoded message into his victim's skin.



4 Sitting alone in his bar, Quark is attacked by a shadowy figure who claims to be Rao Vantika. He wants to know if the 'preparations' are complete.



5 Vantika, using Dr. Bashir's body, hijacks the *NORKOVA* supply ship. Vantika promises to vacate Bashir's body if he is allowed to depart with the deuridium, but Sisko refuses to cooperate.



6 Back on *DEEP SPACE NINE*, the last vestiges of Vantika's consciousness are purged from Bashir's body. Ty Kajada then kills her prisoner to make sure that he will no longer be a threat.



FILE 70 STAR TREK: DEEP SPACE NINE

'Move Along Home'

Quark finds himself gambling with the lives of four *Deep Space Nine* officers after trying to cheat master game players the Wadi. Sisko, Bashir, Kira, and Dax have become living pieces in the deadly game of **chula**.

For the first time in three years, **Sisko** gets to put on his dress uniform, in preparation for first contact with the **Wadi**, a **Gamma Quadrant** species; **Kira**, **Dax**, and **Bashir** join him in welcoming them. **Falow**, **Master Surchid** of the Wadi, is surprisingly eager to play games in **Quark's bar**.

Quark eagerly introduces Falow to the pleasures of **dabo**. After spending six hours watching the Wadi win repeatedly, Sisko discreetly retires to bed.

Distressed by his mounting losses, Quark installs a new, crooked dabo dealer. When the Wadi realize the table has been rigged, Falow insists that Quark now play one of their games. He materializes a multilevelled **chula** game set and places four onyx pieces on the game's second **shap**, or level.

Unwilling participants

As Sisko turns in his sleep, he suddenly finds himself in uniform, in a strange room; Kira, Dax, and Bashir are also there. Falow enigmatically instructs Sisko to "Move along home."

In the morning, **Odo** learns that Sisko, Kira, Dax, and Bashir have disappeared. He decides to visit the last place they were seen: Quark's. When Odo tells Quark four senior staff are missing, it starts to dawn on him what his onyx pieces actually represent.

Sisko and the others also begin to realize that they are trapped in a potentially deadly game. On each shap, they encounter a puzzling obstacle blocking their entrance to the next level, which they solve through a combination of quick thinking and Quark's 'gambler's luck'. However, a bad roll of the dice leads to Bashir's disappearance, and, soon after, the others fall off a ledge.

The four officers appear back in the bar. Quark believes his decision to take a short cut to the final shap has ensured victory and the safe return of the four pawns. But Falow deflates him; all his pieces were lost, and he has won nothing. The Wadi leader reveals that no lives were in danger; it was all just a game. Falow and his entourage leave the station, promising to return for a rematch one day.

'MOVE ALONG HOME'

"You like our gemstones ... you will have an opportunity to win more, a lot more, in a new game ... an honest game."

— Falow to Quark

ON SCREEN...



1 Falow, the Master Surchid of the Wadi, is very keen on games. After offering Quark klon peags and alpha-currant nectar, he gambles with irresistible gems.



2 After watching the Wadi enjoy considerable gambling success, Sisko retires to bed. He wakes up in a strange room; three of his colleagues are with him.



3 Sisko, Kira, Dax, and Bashir set off in search of 'home'. They encounter different levels on which they must solve problems to move on.



4 When the dice go against Quark, Bashir is attacked by a high-intensity magnetic field, controlled by Falow, and he disappears.



5 The remaining players are lured into a cavern while searching for their friend. A violent quake causes them to fall off a narrow ledge into a deep chasm.



6 The DEEP SPACE NINE crew appear back on the station; Quark has lost, but the Wadi are keen to one day return for a rematch with the scheming Ferengi.

STARSHIP FACTS

One of the obstacles in the chula game is a girl who requires pawns to repeat a dance and a rhyme.



F continued

formazine

This stimulant was commonly used in the **Federation** during the later part of the 23rd century. In 2268, **Dr. McCoy** used it to help save the **U.S.S. Enterprise NCC-1701** from the **Kelvans**. (Starship Log: 'By Any Other Name' [TOS]) **SEE FILES 65, 68**



The Great Link contained the essence of all the shapeshifters on the Founders' homeworld. It resembled a giant, organic ocean.

Forrester-Trent Syndrome

A neurological disorder, usually hereditary, but occasionally caused by random mutation and less often by genetic manipulation. With proper treatment this degenerative disease can be reversed. **Jason Vigo** was diagnosed as suffering from the condition in 2370. (Starship Log: 'Bloodlines' [TNG]) **SEE FILES 44, 69**

forshak

A Klingon word, used to describe a substance that gives off a pungent and unpleasant odor as it decomposes. **Worf** once referred to **Thopok** as "a pile of rotting forshak." (Starship Log: 'Looking for par'Mach in All the Wrong Places' [DS9]) **SEE FILE 70**

fortanium

Material used in the construction of the **D'Arsey archive**, a library launched into space, 87 million years before its discovery in the 24th century, by a humanoid race with a rich mythological tradition. (Starship Log: 'Masks' [TNG]) **SEE FILES 6, 42, 69**

The D'Arsey archive was discovered after the U.S.S. ENTERPRISE NCC-1701-D destroyed the comet that had surrounded it for around 87 million years.

forty-five Dom

Vintage Earth champagne, named for Dom Perignon, a blind monk. In his **holodeck** role-playing persona of a secret agent, **Julian Bashir** 'fired' the cork from a bottle of this champagne as an impromptu weapon against **Falcon**. (Starship Log: 'Our Man Bashir' [DS9]) **SEE FILES 43, 70**

Foster, Crewman

Member of the **Starfleet** security detachment aboard the **U.S.S. Voyager NCC-74656**. (Starship Log: 'Lifesigns' [VOY]) **SEE FILES 29, 71**

Founder Leader

The spokesperson and apparent leader of the **Founders**, a shapeshifting race from the **Gamma Quadrant** who are the power behind the expansionist **Dominion**. The Founder Leader usually adopts a female humanoid form when dealing with humans, modeling her facial features on those of **Odo**. (Starship Log: 'The Search', Part I [DS9]) **SEE FILES 16, 54, 70**

Founders

Complex race of **Gamma Quadrant** shapeshifters, sometimes called changelings. Secretive and reclusive, they have apparently existed for millennia. Their natural state is a viscous liquid when at rest or

joined in the **Great Link**, but individuals can assume virtually any form they choose. They must return to their natural state periodically to recuperate. (Starship Log: 'The Search', Parts I & II [DS9]) **SEE FILES 16, 54, 70**

Founders' Homeworld

Principal terrestrial habitat of the **Dominion**-ruling shapeshifters known as the **Founders**. Prior to 2371, the planet **Omoria** served as their homeworld; they subsequently relocated to an as yet undiscovered site. (Starship Log: 'The Die is Cast' [DS9]) **SEE FILES 16, 70**

Fourier series

Mathematical construct defined on Earth during the late 18th century, and still in use 600 years later. (Starship Log: 'Inheritance' [TNG]; 'Future's End' Part I [VOY]) **SEE FILES 69, 71**

Fourier spectral analysis

Computer-generated analysis of periodic data. **Tom Paris** talking about **Rain Robinson**'s curves on her Fourier graph allowed **Tuvok** to conceal evidence of the **U.S.S. Voyager**'s presence in Earth orbit. (Starship Log: 'Future's End' [VOY]) **SEE FILE 71**

Fourth Colony

Part of the **Voth** realm. **Professor Gegen** arranged a meeting here in 2373 with supporters of his controversial and heretical **Distant Origin Theory**. (Starship Log: 'Distant Origin' [VOY]) **SEE FILES 18, 71**

Fourth Order

This division of the **Cardassian** military stationed near **Bajor** was unable to prevent the **Federation** from claiming the wormhole on behalf of the **Bajoran** people. (Starship Log: 'Emissary' [DS9]) **SEE FILES 13, 70**

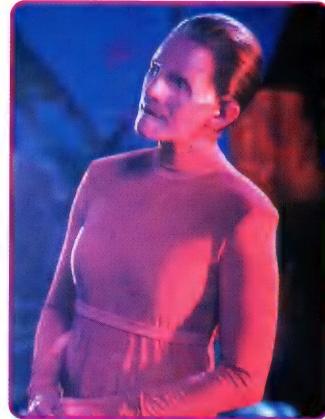
Fowla System

The precise position of this star system is apparently unknown to **United Federation of Planets** astrometricians. Within the **mirror universe** continuum, the Fowla System was at one time ruled by the **Alliance** from **Terok Nor**. (Starship Log: 'Crossover' [DS9]) **SEE FILES 18, 70**

Fox, Ambassador Robert

United Federation of Planets ambassador, sent to open diplomatic relations with **Eminiar VII** in 2267. Fox stayed on to help mediate peace between Eminiar and neighboring planet **Vendikar** after a long-standing virtual war between the planets, fought by computers, was ended by the crew of the **U.S.S. Enterprise NCC-1701**, the ship that transported Fox to Eminiar. (Starship Log: 'A Taste of Armageddon' [TOS]) **SEE FILES 18, 19, 68**

formazine
Forrester-Trent Syndrome
forshak
fortanium
forty-five Dom
Foster, Crewman
Founder Leader
Founders
Founders' Homeworld
Fourier series
Fourier spectral analysis
Fourth Colony
Fourth Order
Fowla System
Fox, Ambassador Robert
fractal encryption
'Frame of Mind'
France
Frane
frang
frank
Franklin, Ensign Matt
fraternization
Frazier, Dr. Riley
freakasaurus
Fredericks
Free Haven
Freeman, Ensign
freeze-dried peaches
French onion soup
Frenchette
Freni, Mirella
Frère Jacques



The Founder Leader is very calm and devious. She is the spokesperson for her race of shapeshifters.



Diplomat Robert Fox traveled to the planet Eminiar VII aboard the U.S.S. ENTERPRISE; he hoped to open diplomatic relations.

**fractal encryption**

Coding system used by **Data** to prevent the **Borg** from gaining access to the main computer of the **U.S.S. Enterprise NCC-1701-E**. (Starship Log: *Star Trek: First Contact*) **SEE FILES 26, 79**



In an attempt to extract the fractal encryption codes from Data, the Borg Queen tried to tempt him into joining her.

'Frame of Mind'

Play written by **Dr. Beverly Crusher** concerning the experiences of a murderer who is committed to a psychiatric hospital. (Starship Log: 'Frame of Mind' [TNG]) **SEE FILES 43, 69**

France

Earth country in western Europe, on the Atlantic Ocean. Archeological evidence indicates that human beings have lived in the region for at least 100,000 years. (Starship Log: 'We'll Always Have Paris' [TNG]; 'Concerning Flight' [VOY]) **SEE FILES 43, 69, 71**

Frane

Mari male. **Lt. Torres** was arrested for 'Aggravated Violent Thought,' presumed to have caused Frane's attack on a Mari vendor. Frane himself was an habitual perpetrator of violent images. (Starship Log: 'Random Thoughts' [VOY]) **SEE FILES 18, 71**

frang

Monetary unit used in **Takar City**, an exceedingly capitalistic society in the **Delta Quadrant**. For three frangs, a one-eyed bard offered to recite an additional verse of 'Song of the Sages' for **Paris** and **Chakotay**. They declined. (Starship Log: 'False Profits' [VOY]) **SEE FILES 18, 71**



In the capitalist society of Takar City, influenced by two Ferengi, a bard would not even sing unless he was paid.

frank

Informal name for a frankfurter, a sausage made in long, reddish links, also called a hot dog. In **Benjamin Sisko**'s dream of 1953 New York, **Roy Ritterhouse** ate franks with sauerkraut. (Starship Log: 'Far Beyond the Stars' [DS9]) **SEE FILE 70**

Franklin, Ensign Matt

This engineering officer aboard the disabled **U.S.S. Jenolen NCC-2010** recorded himself in the **transporter's pattern buffer** in an attempt to keep himself alive until rescue. Unlike **Captain Montgomery Scott**, he was unsuccessful. (Starship Log: 'Relics' [TNG]) **SEE FILES 31, 69**

fraternization

Congenial or intimate relationships between members of a crew. Indiscreet shipboard fraternization, such as kissing in a **turbolift**, is usually considered to be a breach of proper behavior. (Starship Log: 'Elogium' [VOY]) **SEE FILE 71**

Frazier, Dr. Riley

Starfleet science officer on the **U.S.S. Roosevelt** in 2367, and one of the few humans to escape from **Borg** assimilation. Following her escape, Riley helped to found a colony in the **Nekrit Expanse**. (Starship Log: 'Unity' [VOY]) **SEE FILES 15, 43, 71**



Dr. Frazier was assimilated onto a Borg ship that later accidentally lost contact with the collective; the survivors regained their individuality. She managed to convince Chakotay that a collective mind did not have to be an evil or destructive thing.

freakasaurus

Good-natured 20th-century American jargon for an eccentric or nonconformist individual. **Rain Robinson**, and later **Tom Paris**, told **Tuvok** he was a freakasaurus. (Starship Log: 'Future's End', Part II [VOY]) **SEE FILE 71**

Fredericks

A family residing on **Deep Space Nine** in 2370. **Molly O'Brien** occasionally spent the night with the Fredericks. (Starship Log: 'Cardassians' [DS9]) **SEE FILE 70**

Free Haven

The **U.S.S. Defiant NX-74205** was assigned to protect this **Bajoran** colony from **Breen** privateers in 2372. (Starship Log: 'To The Death' [DS9]) **SEE FILES 10, 18, 70**

Freeman, Ensign

Freeman was one of the many crew members aboard the **U.S.S. Enterprise NCC-1701** to be involved in a bar room brawl with **Klingons** aboard **Deep Space Station K-7**. (Starship Log: 'The Trouble with Tribbles' [TOS]) **SEE FILES 20, 68**

freeze-dried peaches

Pieces of soft, juicy Earth fruit, frozen and vacuum-preserved. They are often present as a snack or dessert item in **Starfleet**-issue field rations. (Starship Log: 'Sons and Daughters' [DS9]) **SEE FILES 19, 70**

French onion soup

A well-known food from Earth still enjoyed in the 24th century. (Starship Log: 'The Siege' [DS9]) **SEE FILES 7, 70**

Frenchotte

This self-exiled **Romulan** composer was a particular favorite of **Jadzia Dax**, but not generally well known. Jadzia once had a **Runabout** computer play a **Frenchotte** piano piece for her and **Arjin**. (Starship Log: 'Playing God' [DS9]) **SEE FILE 43, 70**



The EMH had great difficulty in singing with Mirella Freni because she was just as stubborn as him.

Frère Jacques

A favorite French folksong of **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D**. He enjoyed playing and singing the tune. (Starship Log: 'Disaster' [TNG]) **SEE FILES 43, 69**

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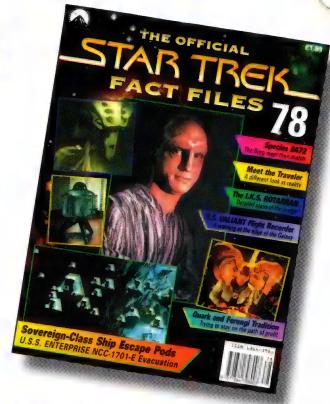
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The Guide to the STAR TREK Galaxy

FILE 18 CARD 47



OTHER GROUPS
AND RACES

THE BANEANS AND THE NUMIRI

OTHER GROUPS
AND RACES

The Numiri and Banean races once coexisted on the same planet. After falling out, for unknown reasons, the two cultures maintained a continual state of war between their two planets that today shows no sign of relenting. The Numiri, however, appear to be the more aggressive of the two.

The Numiri and the Baneans inhabit two worlds in the **Delta Quadrant** that are relatively close to one another. These apparently disparate races once coexisted peacefully on the same planet, but they are now engaged in a perpetual war in which neither is able to gain the upper hand. Both races have sophisticated spacefaring technology, but are held back from developing their true potential by concentrating so much of their resources on war efforts.

The conflict between the Numiri and the Baneans is characterized by subterfuge and espionage, much like

the Cold War of Earth's mid 20th century. Both sides have developed strict procedures designed to root out and expose potential enemy infiltrators.

Physical differences

Physically, the Baneans and the Numiri are very different from each other. Both are humanoid in appearance, but the Banean physiology closely resembles that of Terrans, except for a feathery growth that covers their slightly ridged foreheads, whereas the Numiri have a drastically different appearance, characterized by an elaborate cicatrix pattern creasing their skin. This gives them a far more

aggressive demeanour than the Baneans.

The Banean homeworld is a **Class-M** planet that supports a thriving, technologically advanced civilization. Its cities, marked by strikingly elegant architecture, exist alongside lush, verdant countryside. The weather can be quite wet on occasion, and is prone to violent thunderstorms.

Although understandably somewhat paranoid due to their status as a people at war, the Baneans are a friendly race, if a little guarded among strangers. Advanced, both culturally and technologically, they are willing to help those in need, as exemplified by



Lidell Ren is a beautiful Banean woman married to Professor Tolen Ren, a research scientist. Tolen's research is both threatening and valuable to the Numiri; they are willing to murder the professor and frame a Starfleet officer to gain military secrets.

their ready assistance to the crew of the **U.S.S. Voyager NCC-74656** in 2371.

Among the culinary specialties of the Baneans are a drink called **Marob root tea** and a meat known as **rolk**, which can be prepared in several ways, including as part of a stew.

Baneans are known to enjoy smoking a type of cigarette similar to those popular in Earth's past, although, just like human beings centuries before them, they realize the potential health risks involved.

While the Baneans are, for the most part, an open

ADVANCED PUNISHMENT

More humane?

The Baneans once dealt with murderers by lethal injection. They later developed the technology to extract the memory engrams of the last moment of the victim's life and implant them into the brain of the killer, who then relives them every 14 hours for the rest of his or her life.



Nidell Ren is part of a Numiri plot to gain military technology by killing her husband Tolen and framing the innocent Tom Paris of the **U.S.S. VOYAGER**.

The engrams of the victim are supposed to be irrefutable proof of one's guilt. However, the technology has been developed where false engrams can be implanted.

Homeworld	Banean and Numiri
Quadrant	Delta
Class	M
Status	At war with each other
The Baneans	
A society that considers itself sophisticated and morally justified in its war with the neighboring Numiri.	
The Numiri	
The Numiri are more militaristic than the Baneans. They patrol the space around the two planets, trying to intimidate any ship not involved in their conflict.	
Outlook	
The two worlds appear to be locked in a perpetual war that shows no sign of resolution.	
Starship Log	
STAR TREK: VOYAGER 'Ex Post Facto'	

GALAXY FACTS

The Baneans keep small pets similar to the canine species of Earth; they are sometimes used to test the freshness of meat. If it's off, they won't eat it.

The Baneans smoke devices similar to Earth's old style cigarettes. These are no longer used on Earth due to their toxic effects on the user.

yet cautious people, the Numiri are renowned throughout their sector of space as a ruthless, secretive, and unfriendly race. Their society is extremely covert, and as such less is known of them than of the Baneans. By reputation, they are quick to start a fight, and are likely to intercept and intimidate ships attempting to visit the



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 47



OTHER GROUPS AND RACES

THE BANEANS AND THE NUMIRI

Banean homeworld.

The true extent of Numiri technology is best seen in the impressive design of their spacecraft. Armed with directed energy weapons and regenerative shields, they are at least a match for *Voyager*, and may even command a slight advantage.

It is in many ways a shadow war. The gathering of secret tactical information is paramount in the efforts of both sides to gain the upper hand.

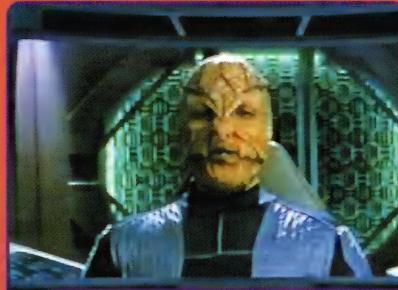
Tough justice

As might be expected during a time of war, the Baneans are very serious about maintaining law and order. However, as they are not a cruel people by

nature, they have taken steps to ensure a swift, yet fair, system of justice.

Over time they have developed a singular method of determining the guilt or innocence of a murder suspect, as well as an extraordinary process by which punishment is administered. First, certain memory engrams in the brain of the victim are isolated and transplanted into an impartial, artificial life form for use in the trial. In this way, the final memories of the murdered person are preserved for exhibition in court, usually leading to a conclusive determination of the true identity of the killer.

Once guilt has been established, the victim's



Numiri spies implant information in Tom Paris's memory in the hope that they will be able to recover it when he leaves the Banean planet.

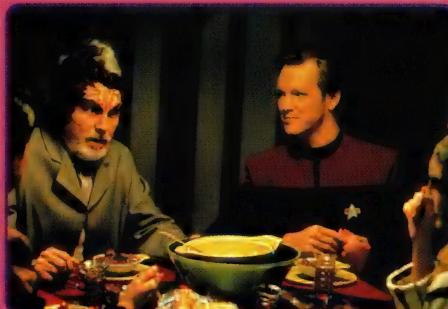


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The Baneans are friendly and are more than willing to help the U.S.S. VOYAGER crew repair their collimator.

LEARNING THE TRUTH

Probing for answers

Tom Paris has his memory engrams tampered with after Nidell Ren spikes his tea. The memories he is implanted with appear to show that he murdered Tolen Ren, but his being framed is only a sophisticated play by two Banean operatives working for the Numiri. Within Tom's mind lie the secrets of Professor Ren's warship research.



Tuvok discovers the answers to the mystery of Paris's so-called murder of Tolen Ren in a mind probe. He notices the murderer was the same height as Nidell; Tom is much taller.

Tuvok presents the evidence that proves Tom Paris is innocent. He says the two attacks by the Numiri are clues as to why they want Tom Paris; his mind contains valuable military secrets.



memory engrams are transferred into the brain of the killer through the use of an implant. As a result of this procedure, the perpetrator is sentenced to relive the experience of the victim's death in a repeating, timed cycle for the rest of his or her natural life. This may seem to be a harsh form of punishment, but before the development of the engram technology the penalty for committing murder in Banean society was lethal injection.

Although the engram implantation procedure works well on Baneans, it appears to cause progressive damage to the neural pathways of human beings. It has also proven to be a fallible system for determining guilt. Altered memories may be placed within a murder victim's brain, designed to disguise the identity of the killer or

Minister Kray initially refuses to accept that there could be anything wrong with Tolen Ren's memories, but he allows Tuvok to investigate.



The Numiri are an aggressive race who challenge any vessels that approach Banean space. They rarely allow ships to pass their patrols.

Numiri spies implant information in Tom Paris's memory in the hope that they will be able to recover it when he leaves the Banean planet.

even to implicate an innocent party. This type of evidence tampering comes to light in 2371, when Lt. Tom Paris of the U.S.S. *Voyager* is wrongly accused of murdering Banean scientist Tolen Ren.

Innocent victim

In 2371, the Numiri use *Voyager*'s unexpected appearance as an opportunity to launch a complex mission to retrieve Banean weapons secrets.

By implanting false memory engrams in the brain of murdered Banean weapons scientist Tolen Ren, the Numiri are able to implicate Paris in the crime. It is later revealed that not only were the memory engrams of the murder victim tampered with, but they also contained secret information that the Numiri hoped Paris would unwittingly deliver into their hands.



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 1B



THE UNITED FEDERATION
OF PLANETS

APPLYING FOR FEDERATION MEMBERSHIP

Joining the **Federation** can have enormous benefits, but it is not a simple matter. Applicants must have a unified government and uphold a wide range of rights for their citizens.

In the 2260's, the **United Federation of Planets** has more than 100 members; by the early 2370's the number is 150. Joining the **Federation** is not a simple matter – potential applicants have to demonstrate that they have a stable society and have to enshrine a wide range of rights for all their people. But Federation membership is extremely desirable, and it normally ushers in a new era of financial, cultural, and scientific advancement.

Tough criteria

A planetary government may petition for associate, rather than full, membership of the Federation, but the standards are not significantly different.

The first, and probably the most important, criterion for Federation membership is that the applicant has achieved warp technology. The **Prime Directive** normally prohibits contact with pre-warp civilizations; cultures that have not achieved warp flight are not considered advanced enough to benefit from Federation technology.

Every planet that has joined the Federation has had a unified planetary government, although the rules do not insist upon it. The Federation believes that political unification is a sign of a mature society that has solved most of its social, cultural, and political problems. Such a society is generally ready to become

part of a larger political unit.

The Federation also requires that all intelligent beings living on a world that is petitioning for membership have equal rights under the law. The Federation will not tolerate any kind of discrimination, including caste-based societies, and prefers democratic governments.

All Federation members are required to sign the **Constitution of the United Federation of Planets**, which enshrines many important rights, ensuring the liberty of all Federation citizens.

The Federation also considers whether the applicant will benefit from membership. For example, **Vulcan** favors the **Coridan** admission because as a member of the Federation, "Coridan can be protected and its wealth administered for the benefit of its people."

Making decisions

Starfleet officers are often responsible for making recommendations about which planets should be admitted to the Federation, but the final decision rests with the Federation Council.

Some planets have to resolve outstanding conflicts as the membership application process. Several neutral planets or planetoids, including **Babel** and **Parliament**, are used for diplomatic negotiations.

In some cases, Federation ambassadors will meet to discuss

whether or not to grant membership to a planet. In 2268, a number of dignitaries travel to **Babel** to discuss **Coridan**'s membership application. There are many complex issues to be resolved, and not all of the Federation representatives favor admission.

At this point in the Federation's history, its various members still have significant differences that are occasionally on the point of breaking out into



Diplomatic conference

Before Coridan is admitted to the Federation, there is a conference on the planet Babel. The U.S.S. ENTERPRISE transports many of the delegates.

violence. It also seems that not all the Federation members are as scrupulous as might be expected. **Coridan** is rich with **dilithium** crystals, but is

underpopulated and unprotected. As **Ambassador Sarek** of **Vulcan** points out, such a situation invites illegal mining operations. To

HIGH STANDARDS

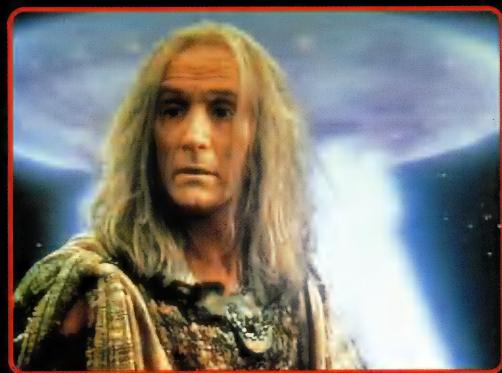
Falling short

In the 2360's, the U.S.S. Enterprise NCC-1701-D is sent to evaluate several races that are applying for Federation membership. The captain and his staff prepare reports recommending whether to accept or deny the applications; the final decision is made by the Federation Council, but the reports carry a great deal of weight. The Enterprise is occasionally assigned to transport races such as the Selay and the Anticans to diplomatic centers such as Parliament, where they attempt to resolve their differences.



Divided

The Angosian application fails because of their treatment of their war veterans.



Exploitation

The Bandi's application for Federation membership is put back when it is discovered that they exploited a powerful life form.



Peace overtures

The Selay agree to try to settle their differences with the Anticans as part of their application for Federation membership.

In some rare cases, planets actually leave the Federation. For instance, Turkana IV seceded in 2352, after the colony had descended into a state of chaos and anarchy.

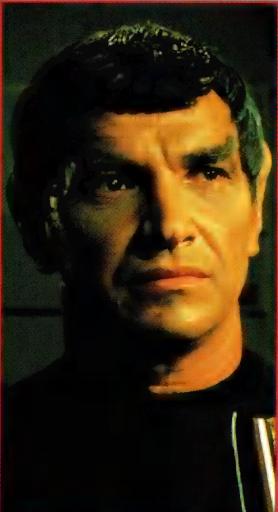


The Kes application for associate membership fails because of their poor relationship with the Prytt.

protect its people and its riches, Vulcan favors the Coridan admission. The **Tellarites** are against admission, perhaps because they are among the races taking unfair advantage of the Coridan situation. Sarek wins the argument, and Coridan is successful in its application to join the Federation.

After the council gives its approval to a membership application, a formal signing ceremony will take place wherever the planetary government requests. As is the case with many formal occasions, traditional materials are used – paper documents which are signed with ink pens. Starfleet personnel wear their dress uniforms, and civilians turn out in formal attire.

Admission to the Federation is cause for celebration; during the ceremony that almost admits Bajor to the Federation, **Admiral Whatley** remarks that presiding over admission to



THE UNITED FEDERATION OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 1B

APPLYING FOR FEDERATION MEMBERSHIP



the Federation is “the happiest assignment an admiral can hope for.”

Following admission, thousands of details remain to be dealt with. Among them, Federation council members must be chosen, and any local militia must be absorbed into Starfleet.

Failed applications

Many of the planets that apply for Federation membership fail to meet the necessary criteria. For example, the Federation delays the **Bandi** application after it is discovered that they enslaved a powerful shapeshifting life form, and the **Angosians** are turned down because Starfleet has serious reservations about the way they have treated their war veterans.

Despite its high standards, the Federation is willing to consider some unusual applications. In 2370, Starfleet sends the **U.S.S. Enterprise NCC-1701-D** under the command of **Captain Jean-Luc Picard** to investigate the **Kes** application for associate membership. The application is unusual because the Kes make up only 75 percent of the population of their homeworld, **Kesprytt III**, and the remaining inhabitants, the **Prytt**, do not want anything to do

One of Ambassador Sarek's greatest achievements is negotiating Coridan's admission into the Federation.



THE UNITED FEDERATION OF PLANETS

GALAXY FACTS

The Federation Constitution was drawn up in 2161, the year the Federation was founded.

The Federation Council is made up of some of the most admired people in the Federation. T'Pau of Vulcan was the first person to turn down a seat on the Council.

For example, when the **Cardassians** withdraw from **Bajor** in 2369, the **Bajorans** are in no state to apply for membership. The government is extremely unstable, and various factions are at odds with one another.

Federation help

However, the Federation is willing to offer the Bajorans assistance, and Starfleet agrees to share administration of a Bajoran space station, which they rename **Deep Space Nine**; it was formerly used by the Cardassians as a mining facility. The Prime Directive prevents the Starfleet officers there from interfering in Bajoran affairs, but they can provide practical assistance such as immunization projects.

A timetable is set for Bajor's admission, but

when **First Minister Shakaar** is elected he manages to persuade the Federation to shorten it. Formal approval for Bajor's admission is eventually given in 2373, with **Captain Sisko**'s blessing, but shortly before the admission ceremony is to take place Sisko experiences a series of visions which convince him that Bajor should not join at this time. The Bajorans take his advice, and delay their application.

APPLYING FOR MEMBERSHIP

Long road

After the Cardassians withdraw from Bajor in 2369, the provisional government requests Federation assistance and begins to work toward eventual membership. Starfleet sends Commander Sisko to take joint control of *Terok Nor*, a former Cardassian station that is near the planet. One of his duties is to help the Bajorans qualify for membership, and he is authorized to do everything, short of violating the Prime Directive, to make sure that they do so. Bajor is finally ready to join in 2373, but Sisko advises the Bajorans to withdraw their application.



After First Minister Shakaar is elected in 2371, he negotiates an agreement that will allow Bajor to join earlier than planned.



Several important Bajoran diplomats come to DEEP SPACE NINE to sign the Federation membership agreement.



After he has a vision, Sisko, who is the Bajoran Emissary, advises the Bajorans to withhold their membership application.

The Guide to the STAR TREK Galaxy

FILE 4 CARD 12



STAR SYSTEMS



STAR SYSTEMS

THE KALANDAN OUTPOST

The Kalandan Outpost is an artificial world that was created 10,000 years ago. The planetoid is still heavily defended.

The Kalandan Outpost is an artificial planetoid manufactured, through some unknown process, by the Kalandan race approximately 10,000 years ago.

To a first time visitor, the Kalandan Outpost presents a conundrum. It is a small blue/green world when viewed from orbit. On the surface it appears as a barren planet with no obvious signs of water and scattered amounts of vegetation. The outpost is composed primarily of rock, with a thin layer of shrubs and top soil covering the surface.

Physically the size of Earth's moon, the Kalandan Outpost has the same mass and atmosphere as the much larger Earth and has basically the overall appearance of a normal Class-M planet.

Mystery planet

But that is where the similarity with Earth – or any other planet – ends. The Kalandan Outpost is a mysterious world that puzzles a Starfleet survey mission, headed by Captain Kirk, in 2268. The commander of the **U.S.S. Enterprise NCC-1701** describes it as a 'ghost planet', and even Science Officer Spock

is initially at a loss to explain its bizarre nature.

The *Enterprise*'s preliminary sensor scans of the outpost, which are reconfirmed by the ship's computer, provide a completely contradictory set of readings. This is a world that fits into no known category of planet previously encountered by Starfleet.

According to sensor readings, the outpost is only a few thousand years old – an incredibly short period of geological time in which to generate its present environment, which includes a rich, breathable atmosphere. This type of ecological development normally



Losira is the only image of what the humanoid Kalandans looked like. Little else is known about this race; they may have all perished or decided to quarantine the Kalandan Outpost.

takes millions of years to evolve.

With no trace of surface water, but with growing vegetation, it is

hypothesized that there is either a hidden underground water supply, or that the plants somehow extract moisture from the atmosphere. **Tricorder** readings show that there is no evidence of rainfall.

UNIQUE DEFENSE

Deadly touch

The Kalandan Outpost's computer generated holographic image of Losira uses various techniques to lure victims to their deaths. One of her more successful ploys is to play the role of a seductress, disconcerting her male humanoid victim by promising herself to him and reaching out and touching him, uttering soothing phrases such as "do not be afraid" and then saying his name.



From orbit, the Kalandan Outpost looks like a normal Class-M planet, but it is an artificial world.



The deadly Losira can kill her victims simply by touching them and then calling out their name.



Lt. D'Amato is one of three unlucky U.S.S. ENTERPRISE crew members to meet his fate at the deadly hand of Losira.

Planet	Kalandan Outpost
Class	M
Quadrant	Alpha
Status	Artificial planetoid
Native name	Unknown
Surface	Rocky low-level outcroppings.
Life Forms	Inedible and poisonous plant life. A plant parasite is the only real sign of life.
Climate	Dry, temperate.
Important Features	The Kalandan Outpost was artificially created, possibly for research purposes. Before its occupation, a deadly organism wiped out the planet's population and possibly the entire Kalandan race.
Starship Log	STAR TREK: The Original Series 'That Which Survives'

GALAXY FACTS

- Lt. D'Amato's report on this planet was to be discussed at the Fifth Interstellar Geophysical Conference.
- A power surge brought on by Losira sends the *U.S.S. Enterprise* 990.7 light years from the Outpost.
- Losira can gather extensive information on her victims. She kills three officers and wounds a fourth.

ever having occurred on the planet. The vegetation appears at first glance to be Earth-like, but readings show that all plant life is not only inedible, but is also poisonous to humans. The closest thing to a biological life form on the outpost is a strange kind of plant parasite, a type of virus.

Seismic disturbances on the Kalandan Outpost periodically shake the planet. Mysteriously, there are no canyons or crevices that would normally result from such tremors. Indeed, the entire planet is strangely smooth; there are no high mountain ranges or deep valleys. The surface comprises a strange kind of red rock that covers the entire planet just below the topsoil; even at full power, **phasers** can't

penetrate it. Thus, while it appears to be igneous rock, the fact that it can withstand 8,000 degrees Centigrade means it is not natural. The basic substance is revealed to be an unusual alloy of **diburnium-osmium**.

Artificial world

The geological age of the rocks is confirmed to be only 10,000 years, the same as the planet itself. This leads the *Enterprise* landing party to the only logical conclusion: this planet is artificial. They even speculate that the planet may be hollow, with the interior shielded from external sensor probes.

Investigations eventually reveal that the outpost was built by the

Kalandans, a technologically sophisticated race. Its purpose appears to be as a scientific research station.

It is thought that at some time during its construction, a deadly organism was accidentally created and released into the environment, killing all the inhabitants. The only survivor was a woman, **Commander Losira**, who set the station's automated defense system in preparation for the day that other Kalandans would arrive.

Computer takeover

When Losira died, the computer took control and reprogrammed itself to defend the outpost against all life forms

except Kalandans. The computer, which is advanced beyond **Starfleet**'s technology, appears to operate in a holographic environment using multiple images of Losira. The sophistication of the holographic images suggests they are capable both of feeling emotion and reacting to different situations.

Each hologram of Losira can touch a person and kill him or her by matching the victim's chromosome pattern, and disrupting his or her cells from within; death by cellular disruption is swift, but painful.

The main computer, which projects Losira's image, is housed in a cave on the surface. It is contained in a translucent

► Tricorder readings show that plant life on the Kalandan Outpost is both inedible and poisonous. There is no way it could support a colony.

The Guide to the STAR TREK Galaxy

FILE 4 CARD 12

THE KALANDAN OUTPOST



STAR SYSTEMS



STAR SYSTEMS



► The rock formations on the outpost are only 10,000 years old; this is not long enough for them to evolve naturally.

LAST LINE OF DEFENSE



► The computer that controls the outpost's defensive system and creates the holographic Losiras is located in a cave behind two sliding doors of rock.



► Kirk, McCoy, and Sulu face one of the Losiras just before two more appear. Each one calls out the name of a different Starfleet officer in an attempt to kill him.

OTHER CARDS IN THIS FILE...

- 3 Hanon IV
- 8 The Briori Homeworld
- 9 Planet Hell
- 11 Minos
- 18 Risa

SEE OTHER FILES...

- CHARTING THE GALAXY File 3
- U.S.S. ENTERPRISE NCC-1701 .. File 20
- STAR TREK:
- The Original Series File 68



THE BORG
COLLECTIVE

The Guide to the STAR TREK Galaxy

FILE 15 CARD 3



THE BORG
COLLECTIVE

INDIVIDUALITY AND THE BORG

To the Borg, individuality is a sign of weakness; it is something they associate with chaos and division. Even drones that have been separated from the Borg want to return to the unity that the collective consciousness provides.

The Borg draw strength from their collective nature and regard individuality as a weakness. Under normal circumstances, their minds operate as one, and the drones have no sense of an independent identity. The only Borg for whom this does not seem to be true is the **Borg Queen**.

When the Queen first meets **Data** she tells him: "I am the Borg." As he points out, this is a contradiction – it is equivalent to saying 'I am we.' The interrelation of the Queen with the rest of the collective appears to be a paradox; she is the "one who is many." In practice, she appears to be the embodiment of the Borg collective. Her individuality is the manifestation of their oneness; she controls the Borg drones, but they contribute to her being.

Picard captured

No other Borg is known to have this measure of individuality, but on occasion the Borg have recognized that other species find it easier to deal with an 'individual' spokesperson. In 2366, **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** is captured by the Borg collective. The Queen tries to persuade Picard to give himself willingly to the Borg. She knows that by allowing him to retain a degree of individuality, the Borg will

be able to bridge the enormous gulf between the collective and humanity.

Picard refuses to cooperate, and the Borg forcibly assimilate him. But, unlike other drones, he is given a distinct identity – **Locutus of Borg**. Locutus provides the Borg with a single voice and a representative that other races can deal with.

True self

Despite the Borg's best efforts, part of Picard's distinct individuality remains intact deep inside Locutus. When Data gains access to his mind, Picard is able to tell him how to access the Borg's collective consciousness and stop the attack on Earth.

Under normal circumstances, the Borg act as one. They have no leaders or representatives, despite the existence of a Queen.

In 2374, the Borg use another drone as a spokesperson. The collective is under attack by **Species 8472**, and **Captain Janeway** offers to help them develop a biogenic weapon in return for safe passage through Borg space. With their typical disregard for individuality, the Borg intend to temporarily assimilate her. But she refuses and, remembering the example of Locutus, asks them to provide a single drone to act as a representative of the collective.

The Borg choose a drone who was once a human female; she is designated **Seven of Nine, Tertiary Adjunct of Unimatrix Zero One**. Seven is a mouthpiece for the collective, relaying information to the rest of the Borg and receiving instructions from them telepathically. It is not until she is separated from the Borg's collective consciousness that she begins to regain a true sense of individuality. It is clear that many former Borg do not welcome the idea of

individuality. For them it is a painful experience that makes them weaker than they are as a unified collective.

Borg drone rescued

Seven is not the first drone to be separated from the collective. In 2368, the crew of the **U.S.S. Enterprise** rescue a damaged Borg drone, **Third of Five**, from a crash site. They take him back to their ship and sever his neural link with the collective; immediately, the drone begins to regain a sense of individuality.



SPEAKING FOR THE COLLECTIVE

One voice

The Borg collective is made up of thousands of minds joined together by a neural link, and the Borg have only one consciousness; the entire collective acts as one. The Borg Queen is the only Borg who appears to have a distinct identity, although the Borg have used some drones to act as representatives. These drones, however, lack independence.



When the **U.S.S. VOYAGER** helps the Borg to fight **Species 8472**, Seven of Nine provides their link with the collective.

The Borg drone known as Locutus speaks for the collective during the Borg's first attempt to invade Federation space.

The Borg Queen seems to be an individual, but it appears that she is actually a manifestation of the Borg's collective consciousness.



When the Borg drone Third of Five is separated from the collective, he develops a distinct identity and is given the name Hugh. He transmits his sense of individuality to the other Borg in his hive.



The Guide to the STAR TREK Galaxy

FILE 15 CARD 3

INDIVIDUALITY AND THE BORG



GALAXY FACTS

► Borg who regain a sense of individuality remember all the knowledge and information gathered by the Borg.

► The Borg's collective consciousness is maintained by their neural link. This can even operate across dimensions.



► The Borg that Hugh 'infects' cannot cope with individuality and are easy prey for the android Lore, who offers them leadership.

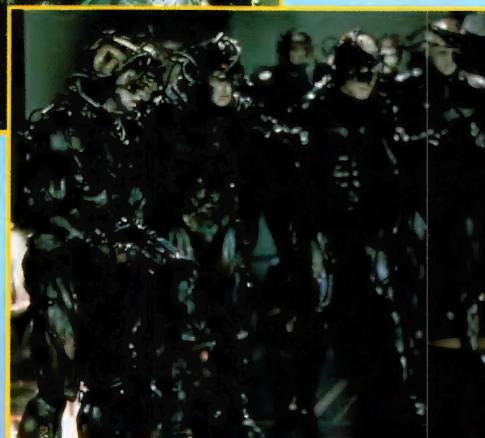
But Third of Five finds it extremely difficult to cope with this. He is used to hearing the voices of thousands of Borg inside his head, and is disturbed by their absence. He was probably assimilated at a young age and has no understanding of how individuals relate to one another.

New identity

Development of the drone's individual identity progresses rapidly. Chief Engineer Geordi La Forge gives him the name **Hugh** and he begins to use individual pronouns such as "I" and "my" instead of the standard collective voice and pronouns such as "we" and "us." Hugh begins to understand that certain species do not wish to be assimilated, and, perhaps most importantly, he expresses a desire to remain an individual rather than return to the collective.

However, Hugh still values the safety of the whole over his individual freedom. When the collective threatens the **Enterprise**, he returns to the Borg to protect the crew.

When Hugh rejoins the Borg collective



consciousness, his mind transmits his new sense of individuality to the other drones in his hive. The 'infected' Borg effectively shut down. They still share a neural link and can hear one another's thoughts, but their collective consciousness has shattered. Instead of hearing a unified voice, they hear thousands of distinct voices, each of which has its own ideas. It appears that this group are severed from the larger collective to prevent further infection.

Sinister purpose

The Borg cannot cope with the chaos that is generated by thousands of linked minds, and in this state they are extremely susceptible. The android **Lore** finds them and offers to make them completely artificial, and they are so desperate for leadership that they follow him. Lore attempts to lead the drones against the **Federation**, but is defeated, and this group of individual Borg are left to deal with the problems caused by their individuality.

► The crew of one **BORG CUBE** are separated from the collective when their ship is damaged. They find it difficult to adjust, and eventually some of them restore a collective consciousness.



damaged, severing their link to one another.

This group of Borg also regain a sense of individuality and relocate to a nearby planet. These former drones are not forced to deal with one another's thoughts, but without their collective consciousness to unite them they soon descend into chaos, as petty rivalries and prejudices overwhelm the colony. Some of the former Borg find that individuality is so dangerous to them that they choose

without his 'help'. In another incident, a group of Borg lose their collective consciousness when their **cube** is damaged in an electrokinetic storm. Their neural generators are



► When Seven is first separated from the collective, she finds it extremely hard to deal with individuality, which she finds painfully lonely.

to re-establish the neural link, and surrender their individuality to a new collective consciousness. Unlike the Borg 'infected' by Hugh, they appear to act with one mind.

It appears that a former drone is most likely to adjust to individuality if he or she can be guided by others who are used to an independent existence. When Seven of Nine is first separated from the collective, she is desperate to return to the Borg. But with Captain Janeway's guidance she slowly begins to adjust, although she finds it difficult to integrate herself within a group; she never hesitates to say what she thinks, and has no idea how to interact socially. She may have been human once, but she has a long way to go before becoming a true member of the community aboard the **U.S.S. Voyager NCC-74656**.

► Seven adjusts to an individual existence, but still has problems interacting with others.





Weyoun

The Dominion's chief administrator in the Alpha Quadrant always presents himself as a cooperative and amiable man, but in reality he is a cold and calculating politician.

Like all the **Vorta**, **Weyoun** is a shrewd and opportunistic administrator who is completely devoted to the **Founders**. He has been cloned about five times, and over several lifetimes he has risen to a senior position.

Weyoun has been genetically engineered to be the 'perfect' politician. Whatever his feelings about a situation, he always presents a positive face; he is unfailingly pleasant and greets everyone, even his sworn enemies, with a smile. But behind the smile there is a cold, calculating stare. If Weyoun seems friendly, it is only because it serves the **Dominion**.

Weyoun almost always lies; he can transform his attitude at a moment's notice, and is utterly insincere in most of his interactions. He is not

attached to any opinions, and has a dazzling ability to discard arguments as soon as they are shown to be flawed. He is quite capable of making two entirely contradictory statements within minutes.

Weyoun is a master at controlling people and is an astute observer of behavior. He identifies people's fears and weaknesses, and uses that information to manipulate them. He works on strengthening any alliances that coincide with his interests and destroying those that do not.

Powerful position

When the Dominion launches its assault on the **Alpha Quadrant**, Weyoun is their chief administrator and is given a considerable degree of independence. The Founders do not involve themselves with operational matters, and he is left as the acting

UNEASY ALLIANCE

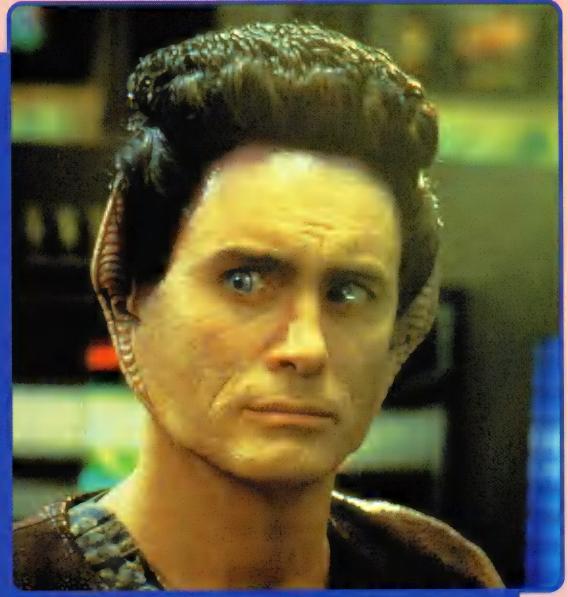
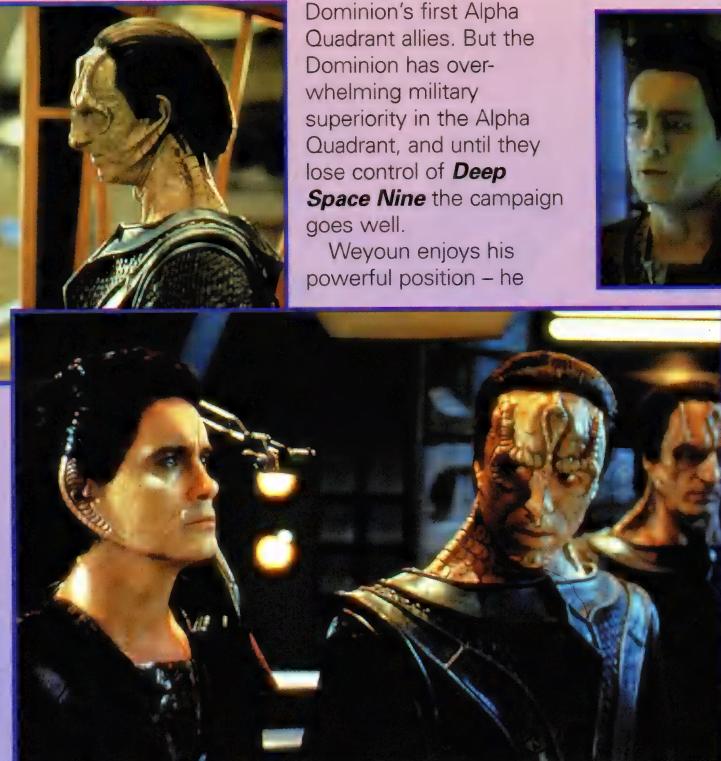


True power

Weyoun makes absolutely certain that Gul Dukat understands who is in charge.

Dominion honor

When the combined Cardassian/Dominion fleet takes control of DEEP SPACE NINE, Weyoun forces the Cardassians to leave Bajor alone.



PROFILE ON WEYOUN

NAME: Weyoun

LIFE FORM: Male Vorta

POSITION: Chief Dominion Administrator in the Alpha Quadrant

REMARKS: Weyoun has been cloned several times. Like all Vorta he has been genetically engineered to fulfill his role as a Dominion administrator.

REMARKS: One version of Weyoun is killed by the Jem'Hadar.

FIRST SEEN: 'To The Death' [DS9]

Although Weyoun makes an effort to appear friendly, he is cold and calculating. Nothing matters more to him than serving the Founders, and making sure that the Dominion conquers the Alpha Quadrant.

commander-in-chief of Dominion forces. As a military tactician he is not as skilled as **Gul Dukat**, who is the leader of the **Cardassian Empire**, the Dominion's first Alpha Quadrant allies. But the Dominion has overwhelming military superiority in the Alpha Quadrant, and until they lose control of **Deep Space Nine** the campaign goes well.

Weyoun enjoys his powerful position – he

relishes imposing his will on Dukat, and seems to take pleasure in the ritual of giving the **Jem'Hadar** the **ketracel white** that they need to survive. He is also

intrigued by the idea of immortality, and takes great pains to avoid being embarrassed in front of the Founders. His ego is a weakness which means he



Strange alliances

Weyoun persuades Captain Sisko to join forces with him to stop a group of renegade Jem'Hadar from using an Iconian portal.



Ruling council

During the occupation of DEEP SPACE NINE, the station is governed by a ruling council that consists of Weyoun, Dukat, and Odo.

can be flattered; for example, he is delighted to be able to talk with the changeling **Odo**, even though he realizes that the security officer may present a threat to the Dominion.

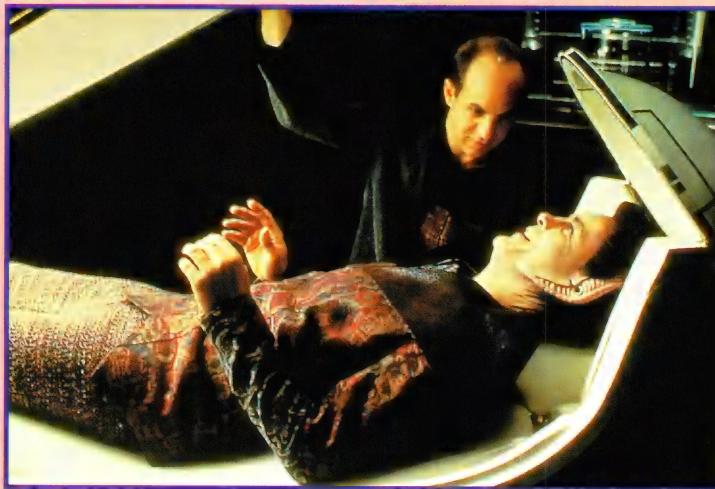
However much he may enjoy his power, Weyoun would never consider betraying the Founders, whom he regards as gods. He has even died in their service; in 2372, a group of renegade Jem'Hadar take control of an **Iconian portal**, and Weyoun is sent to eliminate them. He realizes he cannot trust most of the Jem'Hadar on this mission and knows it is in everyone's interests to defeat the renegades. With his unfailing ability to see the bigger picture, Weyoun is imaginative and persuasive enough to form an alliance with the **Federation**, but he makes a rare misjudgment during the mission when he questions the loyalty of the Jem'Hadar serving under him, and their First kills him.

Political judgment

Weyoun is effectively resurrected by a Dominion cloning technique that leaves his memories intact. In his new existence, he is extremely aware of the political implications of every event; he instinctively calculates how the public will react when something occurs, and gauges the ramifications for the Dominion. He places great importance on appearances and does everything in his power to belittle any differences the Dominion has with its allies, or even its enemies – after the Cardassians and Jem'Hadar have a brawl in **Quark's**, he immediately and aggressively orders Dukat to stand with him and smile.

During the occupation of *Deep Space Nine*, Weyoun restricts the information reporters can have and censors their reports. When **Jake Sisko** wants to profile him for the **Federation News Service**, Weyoun will not let the young man interview him unless Jake stops using words like "occupation". He thinks the idea of a free press is naive.

Unlike many politicians, Weyoun has little interest in the short term. He has been bred to think about the longer term; for example, he insists that the Cardassians honor the non-aggression treaty with **Bajor** because he understands that doing so will build a reputation of credibility for the Dominion in the Alpha Quadrant.



★ Vain hope?

Weyoun is fascinated when he discovers that Dr. Giger believes he has found a way of achieving immortality, and tries the process out for himself.

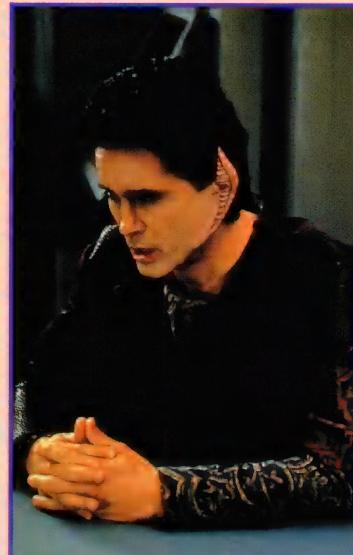
The Dominion's reputation is vitally important to Weyoun. Publicly, he maintains that the Dominion is a benevolent organization and that, ultimately, everyone will see the wisdom of joining it. Privately, he is determined to establish the

★ Watchful eye

Weyoun keeps a close watch on the Jem'Hadar and Cardassian troops on DEEP SPACE NINE to make sure that they at least give the appearance of unity.

Dominion by any means necessary, including genocide. He has no conscience, and quite calmly suggests that the Dominion may have to completely eliminate the human race to achieve its goal.

Occasionally, Weyoun drops his mask of sincerity and



reasonableness so that he can communicate a threat, but as soon as he feels he is in control the smile reappears on his face and he resumes his insistence that he and the Dominion are concerned only with the welfare of others.

A LOYAL OPERATIVE

The Vorta

When the Dominion sends its first fleet into the Alpha Quadrant, Weyoun is assigned to work with Gul Dukat on Cardassia. After the Dominion takes control of Deep Space Nine, Weyoun and Dukat establish their headquarters there. It is quite apparent that Weyoun has more real power than Dukat, and he insists that the Cardassians do exactly what the Dominion tells them, which causes a degree of resentment between the two men.



★ In control

Weyoun reports to the Founders, but has a great deal of power himself.



★ Master and servant

Weyoun is completely devoted to the Founders, whom he sees as gods.

★ Rivals for power

Dukat and Weyoun have a very confrontational relationship; each is determined to prove that he is superior. Weyoun's power normally gives him the upper hand.



★ Short victory

Weyoun is delighted when the Dominion manages to destroy the minefield that prevents it from using the wormhole. But the Prophets destroy the fleet that tries to come through.



Janeway's Dedication

When the *U.S.S. Voyager NCC-74656* and her crew are marooned in the Delta Quadrant, Captain Kathryn Janeway is determined to do everything she can to get everyone home safely, while maintaining Starfleet standards.

When the *U.S.S. Voyager NCC-74656* is trapped in the Delta Quadrant, Captain Kathryn Janeway vows to get her ship and her crew back to the Alpha Quadrant.

Janeway promises that she will explore all possible short cuts, but will not violate Starfleet rules, including the Prime Directive. As *Voyager* journeys through unknown space, the crew learn when their captain will bend the rules and when she won't.

Moral code

Janeway refuses to take advantage of some situations that would allow the crew to return home, but would violate Starfleet's orders. For instance, she refuses to contemplate transporting the crew through a wormhole that terminates in the Alpha Quadrant because it also travels through time, and

she is not prepared to interfere with the timeline.

She also insists on absolute respect for other cultures. When the crew discover that the Sikarians have **spatial traector** technology that operates on the principles of folding space and can transport people up to 40,000 light years away, Janeway attempts to acquire it by diplomatic means. But the Sikarians have laws that prevent them from helping her. Janeway respects their wishes, and she is furious when some of her crew acquire the technology illegally. In the event, the traector is not compatible with *Voyager*'s systems.

Janeway is also unwilling to compromise her personal ethics. In 2371, **Q** offers to take *Voyager* home, if she will bend the rules in an asylum hearing and prevent another **Q** from committing suicide, but she refuses to consider it.

Another captain might have considered

HIGH MORAL STANDARD



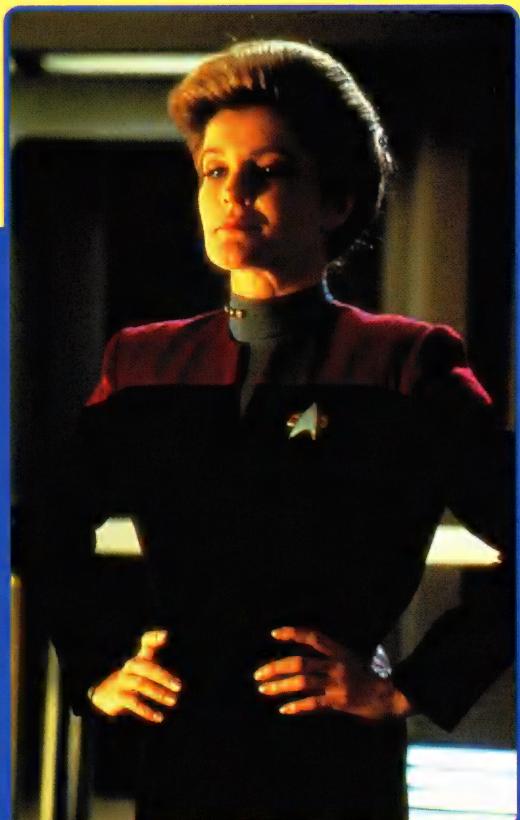
★ Time travel

Janeway decides not to beam her crew home through a micro-wormhole because it would send them into the past.



★ Q's offer

Q offers to take *VOYAGER* home if Janeway finds in his favor in Quinn's asylum case, but the price is too high for her.



Captain Janeway is absolutely determined to get her crew and her ship back to the Alpha Quadrant, but is not willing to compromise her duty as a Starfleet officer.

PROFILE OF A DEDICATED OFFICER

NAME: Kathryn Janeway

2371: *U.S.S. Voyager NCC-74656* is stranded in the Delta Quadrant.

2371: Refuses to consider polluting the timeline by sending her crew to the Alpha Quadrant in in 2351; refuses to use illegal methods to acquire Sikarian technology; decides against settling with the **37's** on their planet.

2372: Refuses **Q**'s offer to return *Voyager* to Earth. Stranded on a planet with Chakotay.

2373: Makes a deal with the Borg to allow *Voyager* safe passage through their space.

abandoning the voyage home and settling on a suitable planet, where the crew could make a new home for themselves, but Janeway will not, even though she has had several

opportunities to do so. In late 2371, the crew find a planet that is inhabited by humans who offer the crew a chance to stay with them. Janeway is determined to carry on,

but offers her crew the opportunity to stay. She is delighted when none of them choose to take it.

The next year, Janeway and **Chakotay** are forced to quarantine themselves on a



★ Another Earth

The humans captured by the Briori have made a new home for themselves, but Janeway decides against staying with them.



planet while *Voyager* continues its journey under **Tuvok**'s command. Chakotay accepts their situation and begins to make their basic quarters more comfortable, but Janeway is determined to find a cure for their condition.

This is an almost hopeless task – the **Doctor**, who has far more medical expertise than the captain, had admitted defeat, but Janeway insists on trying, and will not give up the goal of returning to her ship. She never finds a cure, but the crew disobey her orders and obtain one from the **Vidiians**.

The need to get home is not the only reason that Janeway will not consider settling on a planet. Even though *Voyager* is stranded thousands of light years from home, it is still a Starfleet vessel, and Janeway and her crew are still dedicated to its mission of exploration. Janeway has been willing to make detours, or stop the ship's journey, to investigate various stellar phenomena.

Obsessive drive

The pressure of captaining *Voyager* is enormous. On one occasion, it seems that Janeway's determination to get home is the only thing that keeps her alive. When she is badly injured in a shuttle crash, an alien parasite enters her mind and tries to persuade her that she has died. Although the evidence is compelling, Janeway refuses to accept her death because she is determined not to abandon her crew, and the parasite is forced to leave her alone.

There have been times when Janeway's dedication to getting *Voyager* home has pushed the limit of what Starfleet might consider acceptable. When she proposes an alliance with the **Borg**, even Chakotay questions her



"My only 'obsession' is with saving my ship ... my people." — Janeway

reasoning, and suggests that her determination to get home has clouded her judgment. Janeway listens to his objections, but will not reconsider her decision.

Based on medical technology uncovered by her crew, Janeway has a means of defeating **Species 8472**, which is a match even for the Borg. In a decision she does not come to lightly, she forms an alliance with the Borg and works with them to construct a weapon. In exchange, the Borg guarantee her safe passage through their space. Starfleet would very likely object to this partnership, but Janeway sees it as a chance to get *Voyager* safely past its most deadly enemy.

Ironically, Janeway's crew may never realize just how far their captain is prepared to go to get her ship home, as her heroism takes place in an alternate timeline. In 2374, *Voyager* is affected by a **Krenim** temporal weapon that creates an alternate timeline. In

this reality, the ship is mercilessly pummelled by Krenim ships, but Janeway refuses to consider changing course. Eventually, the damage is so bad that she has to give the order to abandon ship, but she and the senior staff remain on board.

Willing to die

Janeway takes serious risks to keep the ship operational, and the Doctor is convinced that she has become obsessed to the point where she is acting irrationally. When she refuses to rest, he relieves her of command. However, he has no way of enforcing the order, and Janeway simply ignores it. This timeline comes to an end when Janeway sacrifices her own life to destroy the **Krenim temporal weapon ship**. When the normal timeline is restored, Janeway and her crew avoid Krenim space.

After four years, Janeway is clearly as dedicated as ever to the goal of returning her ship to the Alpha Quadrant. But despite this commitment, she is equally resolved to fulfill her duty as a Starfleet officer of exploring new worlds and maintaining the Prime Directive, whatever the cost.

REFUSING TO GIVE UP



Close friends

Janeway and Chakotay have become close friends, but he feels she does not know when to "step back".



Obsessive search

Janeway works as hard as she can to find a cure for a virus she and Chakotay contracted during an away mission.



Sinking ship

Janeway insists on stay with her ship when it is badly damaged in an alternate timeline.



Desperate acts

Janeway keeps **VOYAGER** in one piece long enough to assemble a fleet of ships to attack the **KRENIM TEMPORAL WEAPON SHIP**.



Disagreements

Chakotay disagrees with Janeway's decision to a deal with the Borg.



Consequences

Janeway is determined that the former Borg drone Seven of Nine should regain her humanity.

FILE 44 NON-STARFLEET HUMANS

Henry Starling

In one timeline's version of 1996, Henry Starling is one of the most powerful men on the planet Earth. He is a billionaire who has made his fortune from cutting-edge technology.

In 1967, **Henry Starling** was camping in the High Sierras, the tallest portion of the Sierra Nevada mountain range in California. One evening, an unusual bright light illuminated the area, and the **Aeon**, a timeship from the 29th century, crashed nearby.

The ship's owner, **Captain Braxton**, had made an emergency beamout and Starling was able to take control of the ship without any opposition. By the time Braxton arrived to claim his property, it was securely in Starling's hands.

After securing the ship, Starling began studying it. He is clearly an intelligent man and was able to make sense of much of the technology on board. In 1969, only two years after the crash, Starling created the isolated circuit – the first computer product based on what he had learned from the ship.

Over the following years, Starling established himself

as Earth's leading developer of computer hardware. Every few years he announced the next computer revolution, and introduced items such as laptops, the Internet and barcode readers.

Changing times

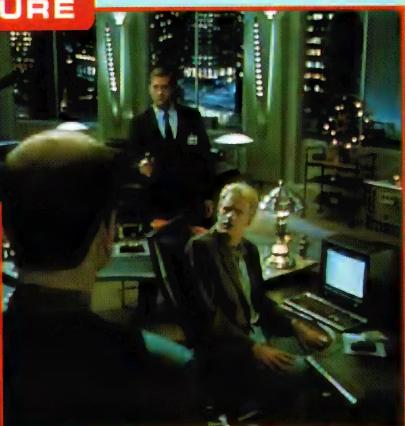
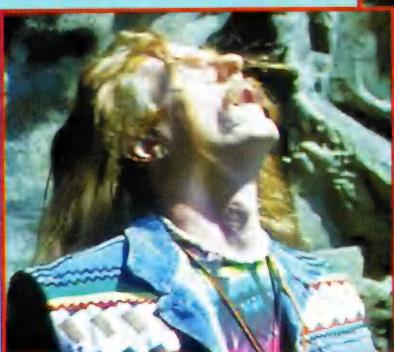
This made Starling one of the richest men in the world. Before he found the timeship, Starling was just a tall, lanky, aimless, long-haired young man in his early 20s with a flower tattoo on his forearm. With his newfound power he transformed himself into a respectable businessman who had dealings with such influential people as United States President Richard Nixon.

By 1996, Starling is in his mid-50s, a billionaire, CEO of the incredibly influential **Chronowerx**, and is revered internationally for his accomplishments and philanthropic activities.

Starling's choice of attire does not conform to the accepted norm for CEOs.

STEALING THE FUTURE

Incredible discovery
In his 20s, an astonished Starling witness the AEON crashlanding in the High Sierras. He exploited its technology to make a massive fortune.

**Vessel hidden**

Starling keeps the stolen timeship in a hangar on the top floor of his headquarters in Los Angeles.

**Stolen by Starling**

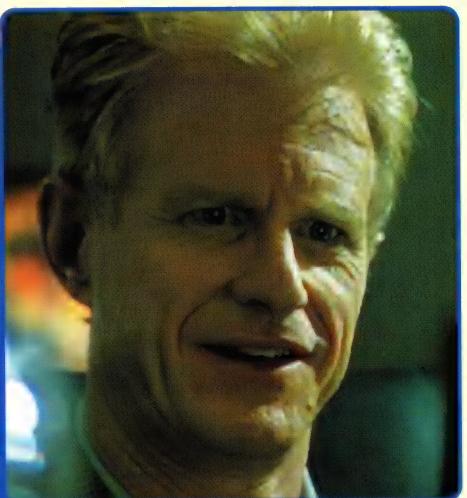
The U.S.S. VOYAGER's doctor finds himself in Starling's office after the businessman downloads him from VOYAGER'S computers.

**OTHER CARDS IN THIS FILE...**

21 RAIN ROBINSON
22 BERLINGHOFF RASMUSSEN

SEE OTHER FILES...

OTHER FEDERATION STARSHIPS.....File 31
STAR TREK: VOYAGER.....File 71



Henry Starling is one of the most influential men of the late 20th century. He is largely responsible for the computer revolution.

PROFILE ON STARLING

NAME: Henry Starling

LIFE FORM: Human male

POSITION: CEO, Chronowerx

REMARKS: In 1967 Starling found a crashed timeship from the 29th century. Within a couple of years he became one of Earth's richest men by exploiting the ship's highly advanced technology.

STATUS: Deceased, 1996. Killed attempting to fly his stolen timeship back to the 29th century.

FIRST SEEN: 'Future's End', Pt 1

He wears a casual combination of faded blue jeans, polo shirt, and Armani jacket.

Starling's office at Chronowerx's corporate headquarters in Los Angeles, California, is large and decorated with toys. He has a train set on his desk and, along the wall, a revolving miniature Ferris wheel, a pinball machine,

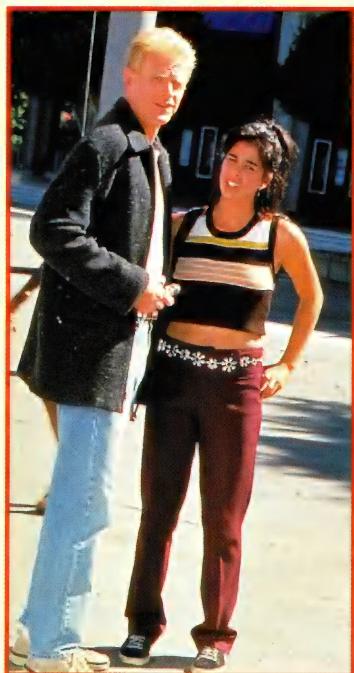
and a national news magazine cover proclaiming him "Smartest Man in the World."

Careful release

Starling is very careful to control the rate at which he releases technology to the outside world, despite the fact that he has access to systems that are far more advanced than those

available to anybody else on Earth. For example, the computer on his desk can easily hold 20 percent of **U.S.S. Voyager NCC-74656**'s computer data files. One of Starling's office walls is decorated with frosted glass etched with a world map and the company logo. This is more than artwork, it is a forcefield. Behind it there is

Ruthless businessman
Starling employs Dunbar to protect his interests. In some cases this involves illegal activities.



a large hangar where the timeship is stored. His office walls and ceiling also contain **holoemitters**, which he uses for modeling chips.

Starling also has several devices that he found on the timeship, including an advanced **tricorder** and a mobile holoemitter. Though he never completely understands

RISKING IT ALL

Protecting time

Henry Starling is not worried about the effect that his actions have on human development. He believes that his use of 29th century technology has benefited mankind, and that it is his duty to continue the technological revolution that he began. He is devoted to this goal, however irrational, and when Captain Janeway warns him that using the timeship without properly adjusting its temporal matrix will cause a temporal explosion that will kill billions, he is unconcerned. Nothing matters more to him than fulfilling his Messiah-like mission in the 20th century.

Escape

Starling has only a basic understanding of the AEON's technology, but it is enough to help him return to Earth from VOYAGER.

Detected

When Starling learns that Rain has told people about VOYAGER, he sends his henchman Dunbar to kill her.

all the timeship's components, he does learn how to use its transporters, and even how to pilot the ship.

Despite his respectable image, Starling is a ruthless, egocentric, paranoid man who respects no one and sees himself as the planet's savior. Starling's self-cast role as the architect of Earth's future frees him, he believes, from traditional legal or moral standards; anything, from a single murder to the destruction of a solar system, is a justifiable cost of doing business.

Strict security

Starling is convinced that eventually someone from the future will arrive and attempt to take the timeship from him. He installs several systems that prevent anyone from beaming the timeship out of its hangar.

Starling also funds a SETI (search for extra-terrestrial intelligence) project based at the Griffith Observatory in Southern



Final departure

Starling flies the AEON out of the Chronowerx headquarters and sets a course for the 29th century. Janeway has told him he will destroy the solar system if he succeeds, but he does not believe her, and the VOYAGER crew are forced to kill him.

"What's good for Chronowerx is good for everybody."

— Henry Starling

California. He instructs the astronomers to alert him if they detect gamma emissions matching a specific frequency profile.

By 1996, Starling has exhausted the timeship's supply of commercially exploitable technology. He needs more inspiration, and there is only one place to find it – the future. He is preparing to make a journey to the 29th century when a SETI astronomer tells him she has detected the gamma emission frequency, which, unknown to her, is being generated by *Voyager*, a ship from the 24th century that was thrown back to 1996 in the same accident that sent the *Aeon* to 1967.

VOYAGER intervenes

The *Voyager* crew attempt to retrieve the *Aeon* in order to protect the timeline and prevent Starling from causing a massive accident by trying to use it. When Starling hijacks some of *Voyager*'s computer data files, he realizes his foes are only from the 24th century and that he has the advantage.

Starling discovers he has downloaded *Voyager*'s holographic doctor, and equips him with an autonomous mobile holoemitter so that he can take him along as a

hostage. When *Voyager* gets a transporter lock on Starling himself, he disrupts the beam, but can't block it completely. He is taken aboard *Voyager*, where **Captain Janeway**, explains that if Starling flies the timeship into the future without recalibrating the temporal matrix, he'll destroy the solar system. He does not believe her, and his aide, Dunbar, uses the timeship and Starling's own orbiting satellite (**SAT-COM 47**) to overcome *Voyager*'s sickbay forcefield and beam Starling back to Earth.

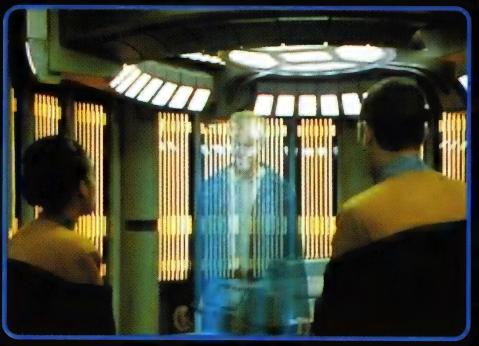
Starling rigs the timeship so that any other teleportation attempts will create an explosion that will make Los Angeles "look like the face of the moon." He also takes key *Voyager* systems offline, including the inertial dampers.

While preparing to launch the timeship, Starling puts a temporal transponder in a large van, which tricks the *Voyager* crew into thinking the timeship is inside. They chase the decoy and Starling launches the timeship, blasting through several stories of the Chronowerx headquarters building. But the crew have restored enough of *Voyager*'s systems to fire a **photon torpedo**, destroying the *Aeon* and killing Starling.



Dangerous plan

Captain Janeway tells Starling that if he uses the timeship he will cause a massive accident.



Another trip to the future

Starling plans to use the timeship to travel to the 29th century, where he intends to steal more advanced technology to exploit back in his own era.



FILE 66 SPECIAL FACILITIES

Interface Suit

The interface suit allows the user to remotely control a probe that can enter dangerous and inhospitable environments. The system provides incredibly detailed feedback.

The **interface suit** is one third of an experimental remote telepresence system brought aboard the **U.S.S. Enterprise NCC-1701-D** for field testing in 2370; the two other components are an **interface probe** and the human brain. The system gives humans the ability to explore, through virtual reality, locations or phenomena that would otherwise be too hazardous or physically impossible to visit conventionally.

The interface suit itself is dark gray, tight-fitting, and covers the user's body from the neck down. Four sets of wires on the left and on the right side lace the exterior of the suit. These wires cluster together, in sets of threes, at points around the suit.

The cranial portion of the interface suit is used to coordinate impulses to and from the user's brain, and is worn over the back of the head.

The suit transmits data to the probe. All the user has to do is think about moving; he or she remains motionless and the interface unit transmits instructions to the probe, which carries out the desired actions. The user can pick up or move items at the site via automatically generated tractor beams.

Remote action

A virtual exploration begins when the probe starts its journey to a site. When it arrives, a human dons the interface suit, establishes a communications link with the probe – via a focused particle beam – and the probe commences sensor data transmission.

The interface suit relays the probe's reports directly into the user's brain, and the suit provides tactile feedback all over the user's body so that he or she can experience the same environment as the probe. The person in the suit experiences all that the probe detects as though he or she were physically on the scene. As the

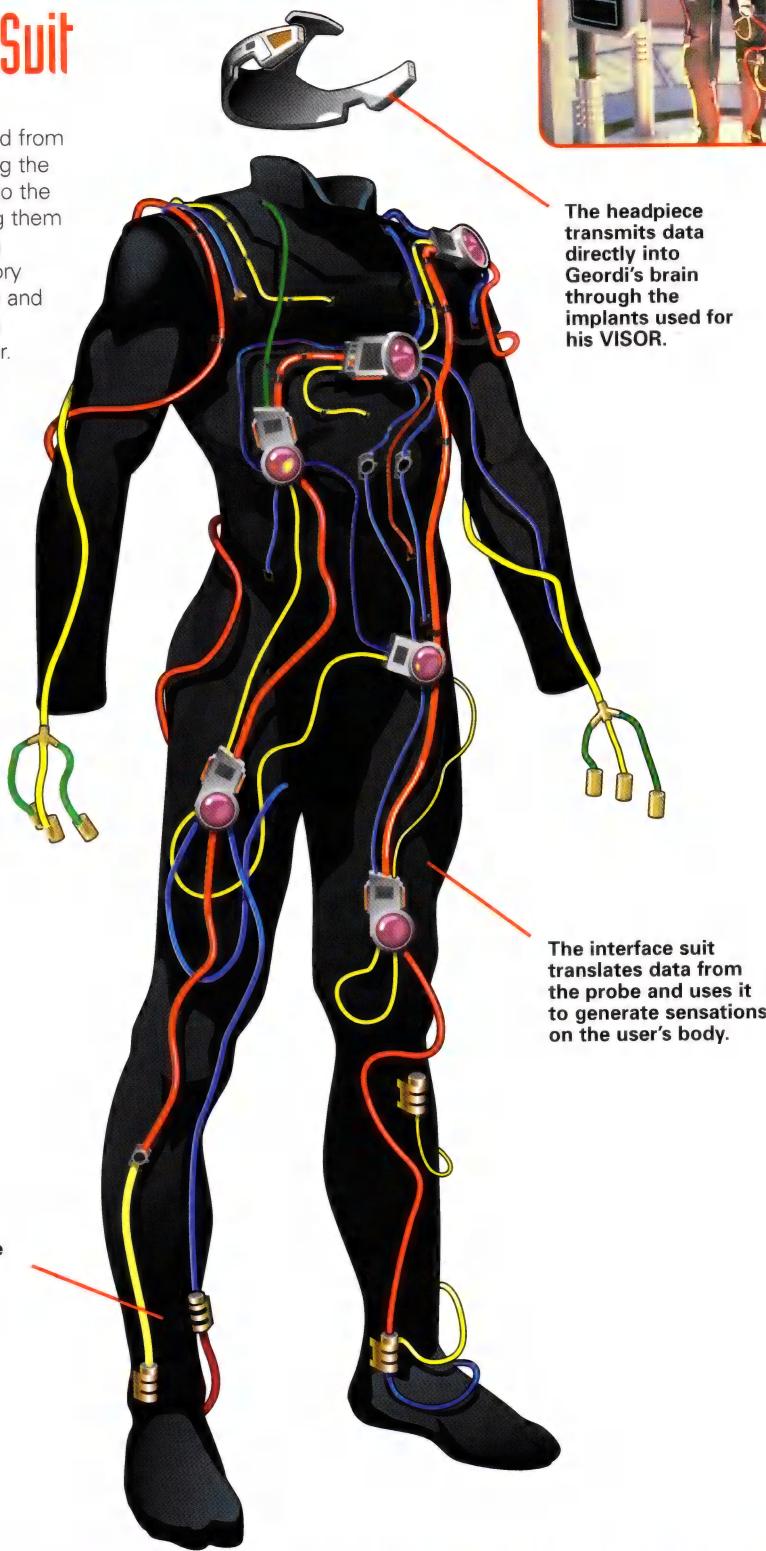
 The interface suit connects to Geordi's neural implants, which give it direct access to his cerebral cortex.



Interface Suit

The interface suit transmits data to and from the user, intercepting the brain's instructions to the body and redirecting them to the probe. It then translates the sensory data from the probe and uses it to produce a response in the user.

The interface suit covers the user's entire body.



Interface Suit



probe takes readings and moves, the wearer feels as though he or she is seeing, hearing, and walking. The suit provides incredibly detailed sensory data, including the sensation of heat, and it is sensitive enough to allow the user to detect a pulse by touch. The suit also transmits data about quantum fluctuations, **subspace** anomalies, and other phenomena that cannot be perceived by any other kind of sensor. The brain is not accustomed to interpreting this kind of information and may make errors in dealing with it.

Form-fitting

The system needs to be calibrated. A user may sense that his or her leg is paralyzed, but a boost to the tactile sensors enables the suit to detect and transmit the user's movement impulses so the probe can progress.

Each new user requires approximately 10 hours of suit calibration. But if that kind of time is not available, the user can interface with the probe without any calibration, though with a greatly reduced level of control.

The interface probe itself is unremarkable in appearance. It is about the size of a human torso, metallic, and consisting of two cubes joined at the center. The probe has antigrav, allowing it to float over debris and sidestep oncoming dangers. In addition to sensors, the probe is also rigged with tractor and **phaser** capabilities. It is built to withstand extremely harsh environments and is impervious to corrosive gases or 2000-degree heat.

The most powerful link in the interface system – the human brain – is also the most vulnerable. Because data streams directly into the user's brain, neural shock is an omnipresent risk.

The interface connection can

Dr. Crusher monitors Geordi's condition while he is using the suit. The danger to the user grows as the signal strength is increased.

inflict neural shock on the user in two ways. First, if the signal from the suit is too strong, damage is caused to the brain and nervous system. To prevent this, the suit has a safety override that disengages the brain connection at 98 percent of user tolerance. Unfortunately, a sudden loss of signal can also induce neural shock.

When the system is tested on the *Enterprise*, **Geordi La Forge** is selected to wear the interface suit. Because the suit can interface directly with his cerebral cortex through the implants he uses for his **VISOR**, he has a much more realistic experience of using the probe. The probe gives him vision like a normally sighted person and not the chaotic combination of light he sees with the VISOR.

The probe is controlled from the *Enterprise's* **cybernetics lab**, where **Data** can supervise the suit's input/output systems while **Dr. Crusher** monitors Geordi's health.

While Geordi, or any user, is interfacing, he no longer feels what is happening to his real body. Though Geordi can talk with Data and Crusher, his other physical sensations are generated by the interface system.

In action

Geordi uses the probe to determine the fate of the **U.S.S. Raman**, and her crew, after they become locked in a low orbit around **Marijne VII**. Conditions on the *Raman* make sending a conventional away team too dangerous.

Unfortunately, atmospheric interference diffuses the particle beam transmission between the probe and the suit. The suit needs to be run at dangerous levels of user tolerance to make a sufficiently powerful connection.

As predicted, Geordi's initial images from the probe are fuzzy and monochromatic. Data increases the signal strength to improve the detail. The system reaches 80 percent of tolerance when Geordi needs even more power to use the tractor beam to move a conduit from the *Raman*'s bulkhead and a phaser burst to blast open a doorlock. The increase



The interface system allows Geordi to see everything the probe encounters. It provides more realistic vision than his VISOR.



If the interface system is damaged, Geordi feels pain. Under certain circumstances, the neural shock could kill him.

in signal strength has Dr. Crusher concerned. Even at lower power levels, like those used when the system was first activated, Geordi's pulse went up. Geordi characterizes the additional input as feeling, "like a rollercoaster, or a first date."

Geordi in danger

Crusher realizes that if the probe is destroyed or the safety system disengages the signal at extremely high levels, Geordi will probably die from shock. She and Data devise a scheme similar to a decompression tank where deep sea divers are slowly reintroduced to normal atmospheric pressure. Crusher substitutes recorded data for the live incoming data stream and then gradually reduces the

signal, giving Geordi's metabolism a chance to slow down before turning the system off.

During the *Enterprise* testing, additional difficulties with the interface suit arise. For example, Geordi's palms are burned because an energy discharge in the suit – caused by running it at close to 100 percent tolerance levels at times – generated a powerful neural response that created a feedback loop. The sensors sending the sensation of heat are overloaded.

The other problem is psychological. When the probe indicates the presence of smoke, Geordi begins to choke in reaction to the visual input. But after taking a few seconds to calm himself, he recovers.

The interface system allows a race of telepathic beings to read Geordi's mind and create an image of his mother. The brain is not fully equipped to interpret the data from the probe, and Geordi has no way of telling that what he sees is not real.



When Geordi first uses the interface system to explore the U.S.S. RAMAN, there is an energy discharge that damages his hands. He also suffers from psychosomatic responses, such as coughing when he sees smoke.

FILE 25 U.S.S. ENTERPRISE NCC-1701-D



TYPE:
AUXILIARY VESSEL

ASSIGNED TO:
U.S.S. ENTERPRISE NCC-1701-D

NAME:

CAPTAIN'S YACHT

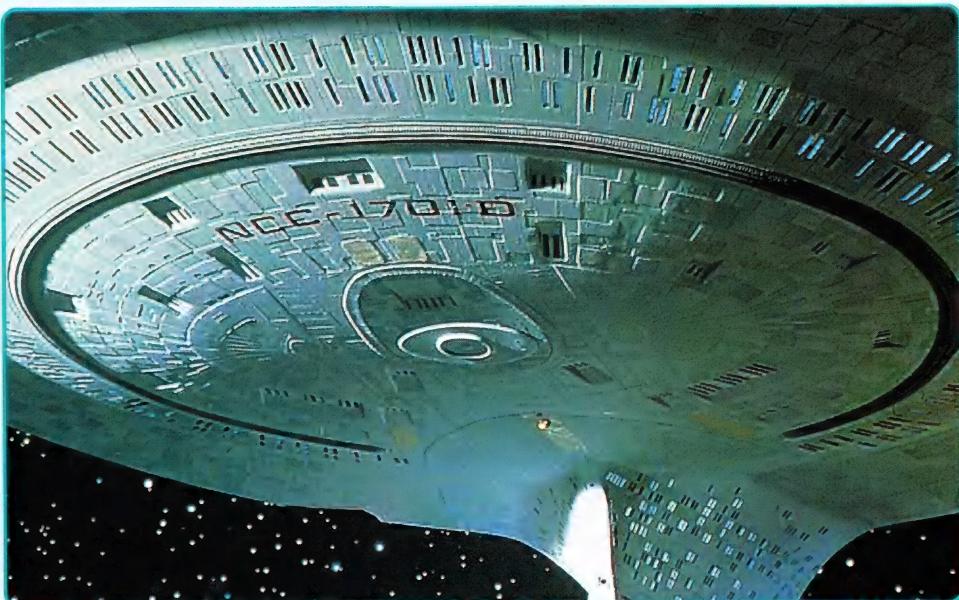
Galaxy-class vessels such as the **U.S.S. Enterprise NCC-1701-D** are equipped with an auxiliary spacecraft that is normally used for diplomatic missions. This ship is known as the captain's yacht, and is slightly larger than a normal shuttlecraft – it is 18 meters long, 10 meters wide, and 8 meters high.

The yacht is designed to serve as a self contained, multipurpose vessel, but it is almost exclusively used to transport personnel and visiting dignitaries when transporters are not appropriate. But this kind of mission scenario is extremely rare, and the yacht is seldom used.

Simple vessel

The interior consists of a flight deck, two staterooms, accommodation for the flight crew, and a galley. Hatches allow access to the impulse engines, which are under the floor. The ship is normally crewed by two pilots and a service representative who assists the diplomatic guests.

The yacht is equipped with impulse engines and **aerodyne flight motors**, which are used when it has entered a planet's atmosphere. In space, the yacht is capable of achieving velocities in the region of 0.65 of the speed of light; in atmospheric flight, it normally cruises at Mach 6, but can achieve velocities as high

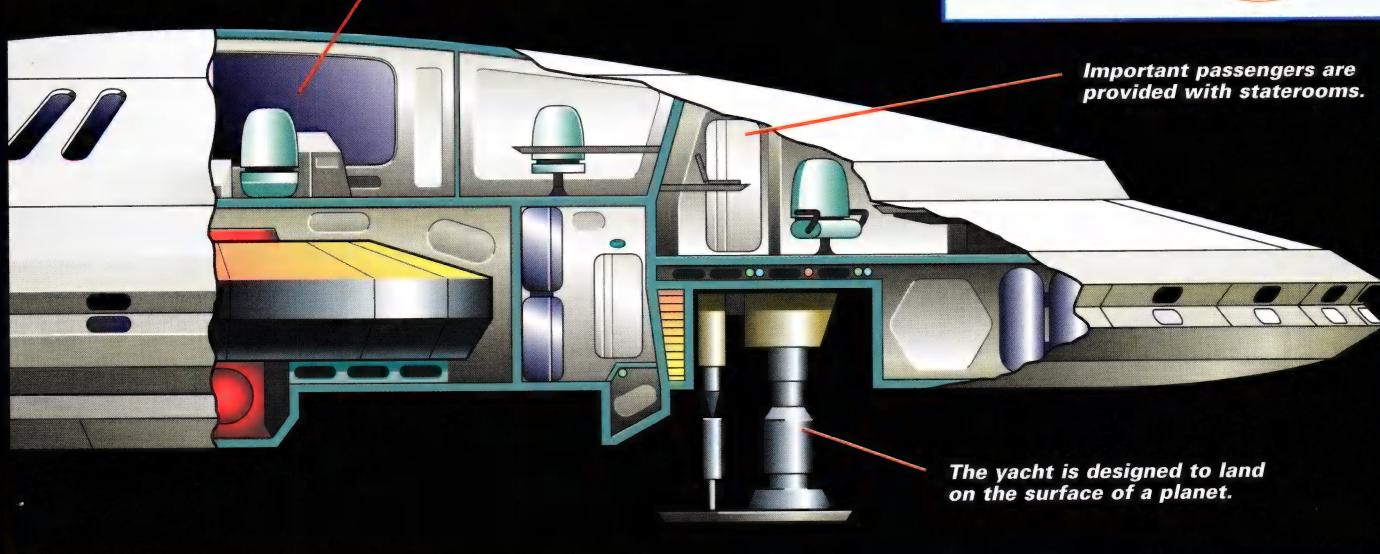


▲ **The captain's yacht is a small elliptical vessel that is 'moored' on the underside of the U.S.S. ENTERPRISE's saucer section.**

as Mach 20. Unlike shuttles, in emergencies the yacht can be launched safely at speeds as high as warp 7. Once it has separated from the main vessel, the yacht decelerates until it reaches sublight speed.

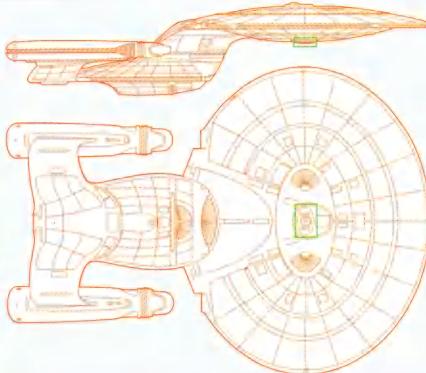
CAPTAIN'S YACHT: CUTAWAY**Self-contained vessel**

The captain's yacht provides a comfortable means of transporting diplomatic personnel over sublight distances. It is equipped with sequential beam fusion reactor chambers that feed a central toroidal coil driver, and is capable of achieving impulse speeds.



Deck:
16

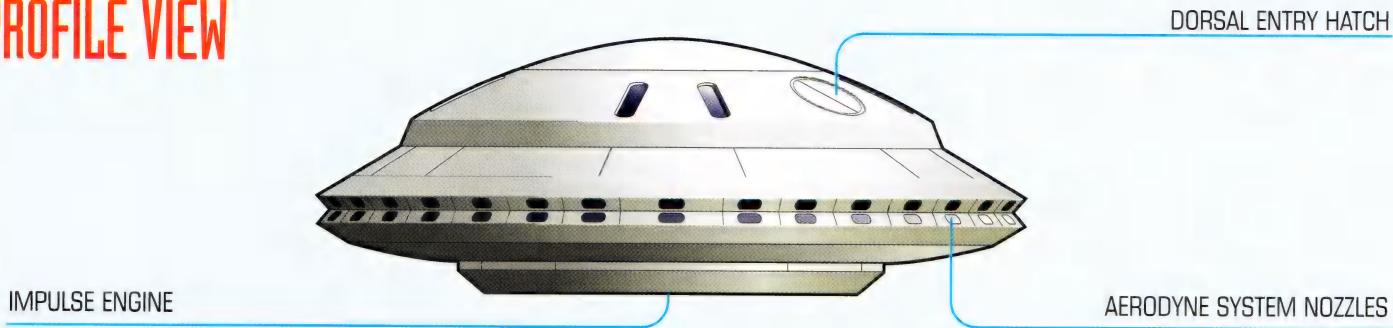
Location:
CAPTAIN'S YACHT



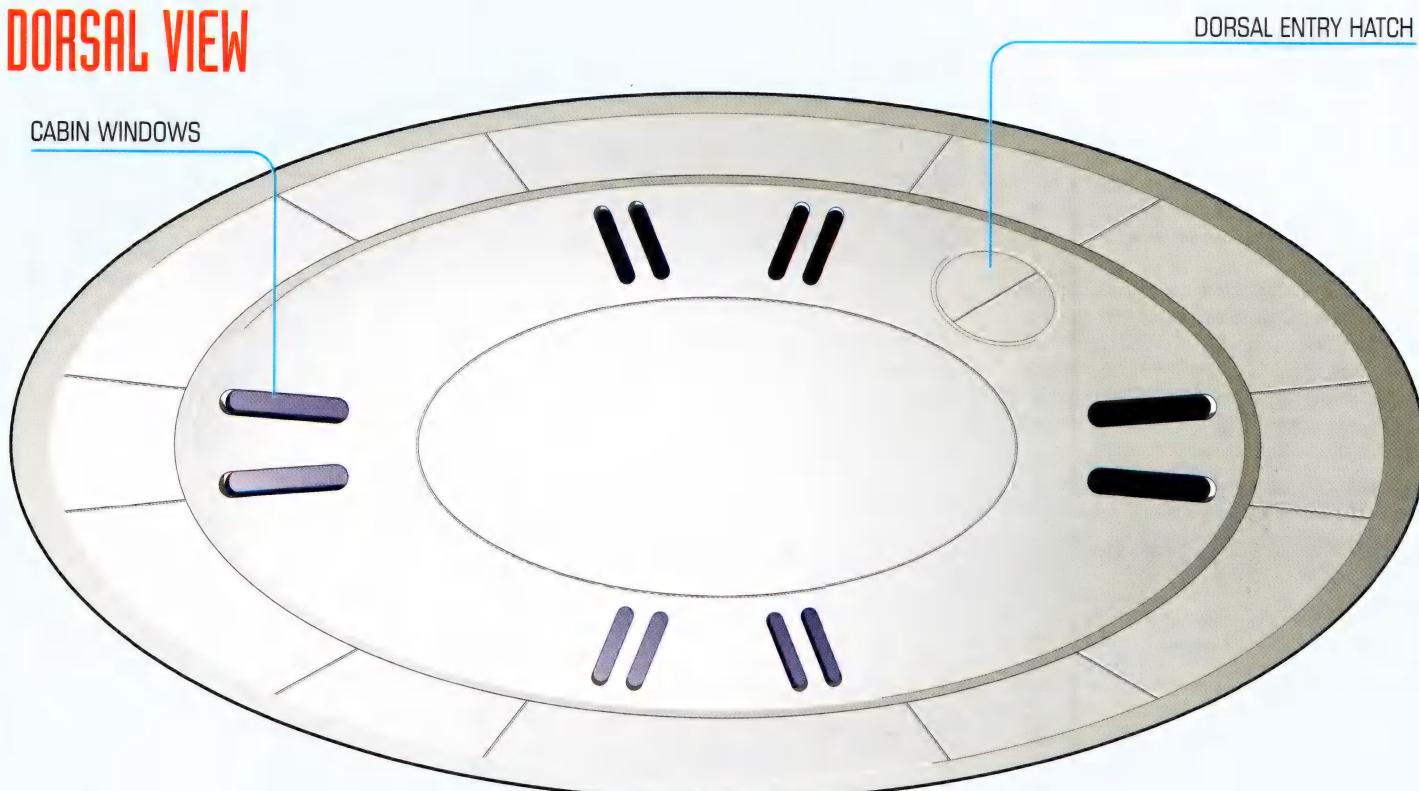


CAPTAIN'S YACHT

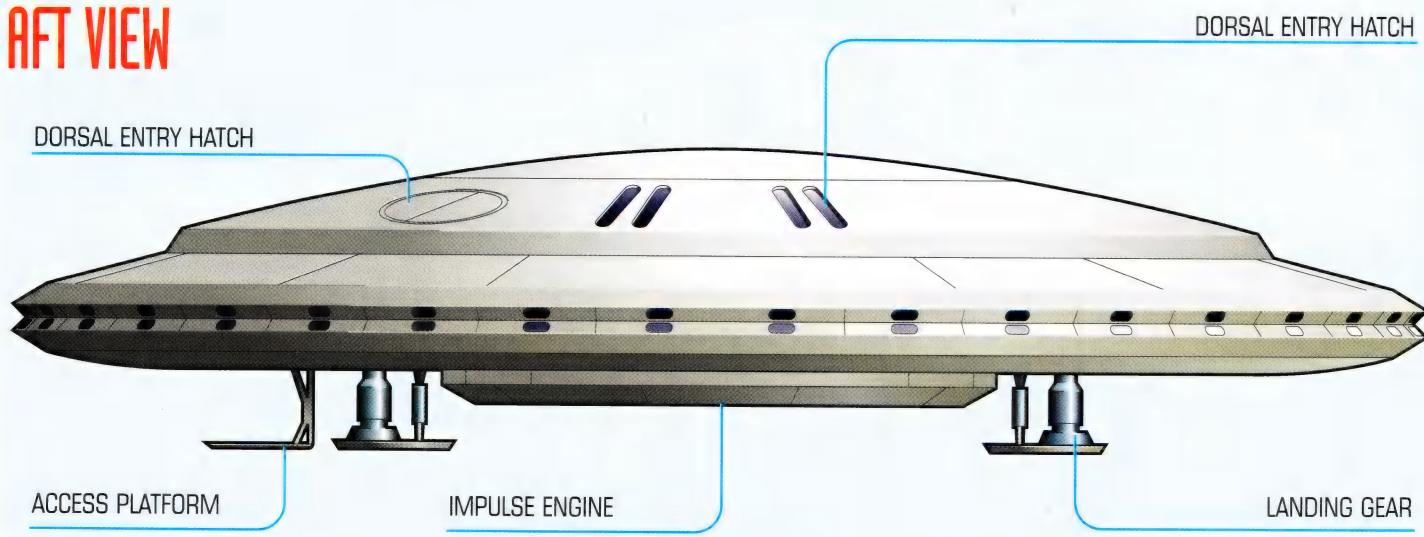
PROFILE VIEW



DORSAL VIEW



AFT VIEW





FILE 68 STAR TREK: The Original Series

'The Ultimate Computer'

Captain Kirk is told he should feel honored to have the *U.S.S. ENTERPRISE* run the testing of the new M-5 computer. But wargames show that when computers are designed too much like their human programmer, dangerous new problems result.

Commodore Wesley beams aboard the *U.S.S. Enterprise NCC-1701* and tells Kirk that the ship is going to take part in some wargames under the command of the **M-5 unit**, a computer that has been designed to correlate all computer activity aboard a starship. Its creator, **Dr. Richard Daystrom**, who is responsible for the basic design of all starship computers, will be coming aboard to supervise it. The M-5 will run the ship with only a skeleton crew of 20.

Spock, Kirk, and **McCoy** meet Daystrom, and Kirk orders a reluctant **Scotty** to hook the M-5 into the ship's main powerbanks. Daystrom is convinced of the M-5's potential, but admits that four earlier prototypes were unsuccessful.

After the M-5 navigates the ship to the site of the wargames, Kirk assumes control, but Spock and Daystrom persuade him to return command to the M-5. Scotty reports that the M-5 unit is shutting down systems all over the ship.

Daystrom explains that as the M-5 does more work, it requires more power – like a human body – and it is shutting down areas of the ship that do not require power.

Total control

Sensors detect two vessels; the M-5 identifies them as **Federation** starships **U.S.S. Excalibur** and **U.S.S. Lexington**. Spock suggests that their appearance might be part of a surprise attack to test the problem-solving abilities of the M-5, and Wesley, who is in command of the *Lexington*, contacts the *Enterprise* and confirms this is an unscheduled drill. There is a mock battle, which the M-5 wins. Spock reports that it reacted faster and more efficiently than any human could.

McCoy visits Kirk in his quarters, and the captain admits that he feels useless and unneeded; McCoy tries to reassure him. Then Spock reports that another vessel has been detected. The M-5 identifies the vessel as the **Woden**, an unmanned ore freighter. Kirk tries to disengage the M-5, but he is unable to do so, and it destroys the freighter. Daystrom insists that the M-5 simply made a mistake, but Kirk orders **Uhura** to contact **Starfleet Command** and inform them that the tests have been cancelled. Kirk, Daystrom, and Spock attempt to turn off the

CAPTAIN'S LOG
STARDATE: 4729.4

"The M-5 computer has been installed on board ship, and we have left the space station for test maneuvers."

ON SCREEN...



1 Commodore Wesley transports on to the *U.S.S. ENTERPRISE* and tells Kirk that his ship will be testing the M-5 unit.



2 Kirk and McCoy are uncomfortable about the idea of handing the ship over to a computer.



3 Dr. Daystrom installs the M-5 in Main Engineering. He is confident it represents a major breakthrough.



4 The M-5 unit can control all the systems on a starship, and needs only a skeleton crew.



5 After the M-5 destroys an ore freighter the crew try to cut its power, but it defends itself and kills a crewman.



6 Daystrom insists that the M-5 simply needed more power, and killed the crewman by accident.



The Ultimate Computer

M-5 in Engineering, but the unit protects itself with a forcefield.

Kirk orders Daystrom to turn the unit off, but Daystrom says he can't. Scotty suggests turning it off at the source, but when a crewman tries to do so he is killed by the unit. Daystrom insists it was an accident; the M-5 needed more power, and the ensign simply got in the way.

Kirk calls a meeting, where Spock reports that the M-5 now controls all helm, navigation, and engineering functions. It also controls communication and weapons. Kirk says they must regain control of the ship before they reach the rendezvous point for the rest of the wargames. Spock suggests disrupting the helm and navigation circuit relays from level three, activating the manual override. Scotty and Spock set to work, but Daystrom refuses to even consider finding a way to shut off the unit. McCoy tells Kirk he believes Daystrom might be tampering with the M-5.

When Spock and Scotty attempt to take control of the ship, Daystrom tries to stop them and is restrained by Kirk. Spock and Scotty regain manual control, but **Sulu** reports that the M-5 is still operating the helm. Spock believes that it tricked them by rerouting helm and navigational control. Kirk demands an explanation from Daystrom, who admits that to make the M-5 think like a human he impressed human engrams onto its computer circuits. The M-5 has a brain, and can think.

Unstable genius

The bridge reports that four starships are approaching. The M-5 raises shields and fires on them, and the *Lexington* and *Excalibur* are hit; Wesley reports that 53 crew members on the *Lexington* have been killed, and orders Kirk to break off the attack. The M-5 fires on the *Excalibur* and then the *Potemkin*, destroying the *Excalibur* and killing her crew.

Spock suggests that as Daystrom used his own brain engrams on the M-5, he should speak to it. Daystrom attempts to convince the M-5 that its attack on the starships was wrong, telling the machine it was built to save men and not destroy them, but the M-5 insists it was protecting itself. Daystrom becomes irrational, and McCoy believes he may be on the edge of a nervous breakdown, if not insanity.

Kirk tells Daystrom the M-5 must be destroyed, but the doctor refuses, and Spock has to restrain him with a **Vulcan neck pinch**. Then the *Lexington* receives orders to destroy the *Enterprise*.

Kirk wonders if the M-5 is capable of

communications. Kirk orders Spock and Scotty to drop shields. Wesley realizes what has happened, and orders the fleet to break off the attack.

Spock asks Kirk how he knew Wesley wouldn't fire. Kirk replies that he instinctively realized Wesley would show compassion, and McCoy observes that compassion is the one thing no machine could ever have.

ON SCREEN...



7 Daystrom is desperate to stop the crew from disconnecting the M-5. He seems to think of it as a child that must be protected.



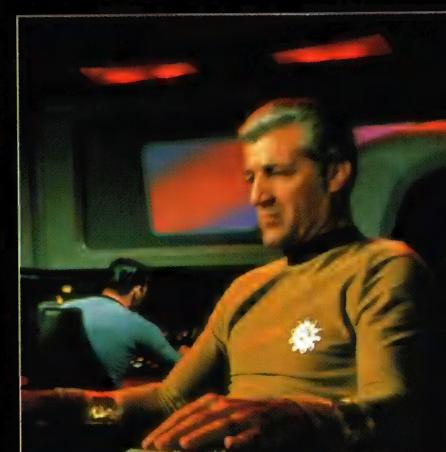
8 When the U.S.S. ENTERPRISE arrives at the location chosen for the wargames, Daystrom tells Kirk the M-5 will do whatever it can to protect itself.



9 Daystrom fails to persuade the M-5 to stop attacking the other ships, but Kirk takes over and tries to make it consider what it is doing.



10 When Kirk convinces the M-5 that it has broken the laws of man, it decides to commit suicide and deactivates itself, leaving the ENTERPRISE defenseless.



11 Wesley has been given permission to destroy the ENTERPRISE, but when Kirk drops his shields he decides to break off the attack.



12 Kirk saved the day by using his intuition. Daystrom has had a complete collapse, and the M-5 has been dismantled.

STARSHIP FACTS

A In the 24th century, the Daystrom Institute, which is named for Richard Daystrom, is one of the most influential scientific organizations in the Federation.

'Darkling'

The Doctor decides to improve his program by adding elements from various historical characters to his personality subroutines, but he does not realize the effect that combining their darker elements will have on him.

The crew of the **U.S.S. Voyager** **NCC-74656** have been visiting with the **Mikhal Travelers**, a race who are completely devoted to exploration. The travelers are passing on information about this region of space in return for supplies.

Kes finds the **Doctor** in the **holodeck**, where he is having a discussion with Lord Byron and Gandhi. He has been interviewing hundreds of historical characters from the ship's database, selecting the character elements he finds desirable and merging them with his program. Kes asks him to come down to the planet to meet with **Zahir**, a traveler with whom she has become emotionally involved.

Bad behavior

Later, **B'Elanna** has to visit the Doctor and is annoyed to discover that he is behaving 'amorously'. He explains that he has been improving his program. She is shocked, and tells him that he cannot simply play around with his behavioral subroutines. She promises to help him as soon as her shift ends.

Kes spends the evening with Zahir, returning to *Voyager* at three o'clock in the morning. She goes to sickbay, where the Doctor is just finishing some work that she should have done. He tells her she is becoming unpredictable and suffering from mood swings, but she replies that she is old enough to make her own decisions.

In the morning, Kes tells Janeway that she wants to spend more time with Zahir and has been asking herself if she wants to spend the rest of her life on *Voyager*. Janeway tells her that the ship will be in orbit for several days, and suggests she take the time to consider her decision.

Tuvok visits Zahir on the planet's surface. The traveler gives him valuable information, and says he is in love with Kes. Kes arrives, and when Tuvok has left she tells Zahir about her discussion with Captain Janeway. He suggests they take a trip, but she says she has to rest.

That night, a hooded figure attacks Zahir. His assailant heads for the nearby lodge, pulls back his hood, and reveals that he is the Doctor. He tells the lodgekeeper, **Nakahn**, that he needs a ship.

The next day, Kes goes to sickbay and tells

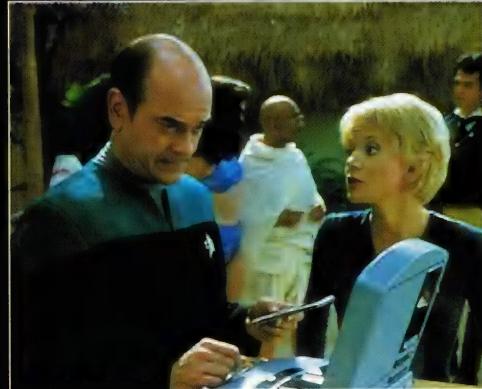
CAPTAIN'S LOG STARDATE 50883.2

"We've been in orbit above an outpost of the Mikhal Travelers. This loosely governed race of explorers has extensive knowledge of the territory ahead of us, which they are willing to share."

ON SCREEN...



1 *Zahir, one of the Mikhal Travelers, is happy to tell Captain Janeway and the crew of the U.S.S. VOYAGER about the area of space they are approaching.*



2 *Kes has become involved with Zahir and asks the Doctor to come to the planet to meet him. The Doctor suggests she is on the rebound after breaking up with Neelix.*



3 *Kes and Zahir go for a moonlit walk on the planet. They are falling in love with one another, and Kes considers leaving VOYAGER to be with him.*



4 *Tuvok is concerned about Zahir's intentions, but the traveler assures him that he loves Kes and would never do anything to endanger her.*



5 *When Zahir goes for a walk without Kes, a mysterious hooded figure pushes him over a ravine. Zahir survives, but is badly injured in the fall.*



6 *The hooded figure is actually the Doctor, who goes to the lodge and forces Nakahn to help him. The lodgekeeper agrees to get a ship ready for him.*





'Darkling'

the Doctor that Zahir has been found at the bottom of a ravine and that he has been hurt. But before they can leave, B'Elanna finds them and tells the Doctor there is a problem with his program. She is not sure exactly what it is, but wants to run an analysis on his subroutines. Kes goes down to the surface with the medkit, while B'Elanna takes the Doctor back to sickbay.

B'Elanna explains that the Doctor has incorporated many of the historical characters' darker elements into his program. She programs a search algorithm to eliminate them, and asks the Doctor to switch himself off so she can run it.

Tuvok tells Janeway that he has not been able to find any evidence at the place where Zahir was attacked. They arrive at sickbay and find B'Elanna lying on the floor. They activate the Doctor, who tells them that B'Elanna is suffering from a delayed reaction to something she ate. Tuvok hands the Doctor his **tricorder** data from the crime scene, and he and Janeway leave.

Dark side

When he is alone, the Doctor flickers, disappears for a moment, and then reappears. He picks up a **hypospray** and revives B'Elanna, then tells her that he disabled her so that he could cover his tracks, especially from 'him'. B'Elanna realizes that the subroutines have created a new personality; this evil Doctor has paralysed her from the waist down and wants her help. His subroutines have started to degrade, and he wants her to tell him how to delete the real EMH, but she tells him that if he destroys the Doctor he will destroy himself. The evil Doctor threatens to torture her, but he is degrading quickly; he decides to ask his "progenitors" for help, and heads for the holodeck.

Kes returns to sickbay and finds B'Elanna unconscious on the **biobed**. The computer tells her the Doctor is on the holodeck, and she finds him there torturing the historical holograms. The evil Doctor grabs her and makes his way to the transporter room, then beams them both down to the planet surface and uses a tricorder to generate a dispersion signal that will prevent anyone from beaming them back. The Doctor is furious when she refers to him as "Doctor" and tells her that he detests his alter ego, because he is so weak.

Janeway learns that Kes and the Doctor have left the ship, and contacts Tuvok, who has uncovered evidence suggesting that the Doctor attacked Zahir.

The Doctor has taken Kes to the lodge and is desperately trying to adjust the mobile emitter to stabilize his program. He says he has more right to exist because he is more elemental, but she replies that intelligent life

can only evolve where there is cooperation. Nakahn arrives and tells the Doctor he has brought the ship, but that it will never escape *Voyager*.

The Doctor is furious, and drags Kes outside. On the way to the docking port, he tells her she needs his guidance. Tuvok, **Chakotay**, and Zahir follow their trail and trap the Doctor on a rocky ledge, but he threatens that if they get any closer he will kill Kes. The program is clearly degrading,

so Chakotay stalls for time. Kes tells the Doctor that everything he has done was meant to protect her, but he refuses to accept the truth and throws them both over the edge. *Voyager* manages to overcome the scattering field as they fall and beam them both back on board.

B'Elanna removes all the modified subroutines, and the Doctor returns to normal. He is delighted that Kes has decided to stay with those who care for her.

ON SCREEN...



7 Zahir suspects that Nakahn was behind the attack on him, and he and Chakotay go to examine the scene.



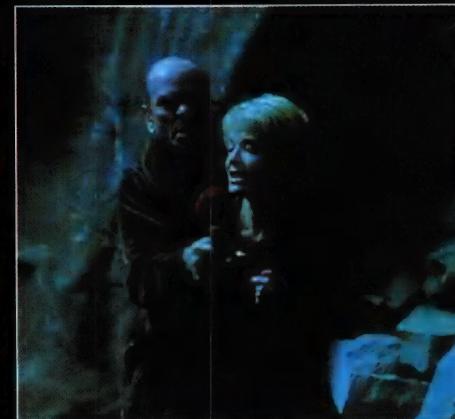
8 B'Elanna discovers that the Doctor has accidentally created an evil personality that is determined to 'kill' him.



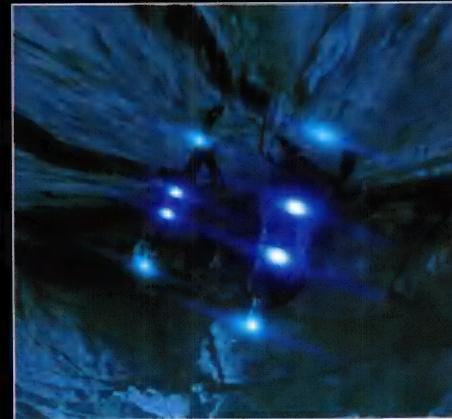
9 The evil Doctor is furious when the historical holograms cannot help him, and begins to torture them.



10 When Kes finds the Doctor, he takes her prisoner and beams back down to the planet.



11 Kes tries to persuade the evil version of the Doctor that he is acting out of a desire to protect her.



12 The evil Doctor throws himself and Kes over the edge, but *VOYAGER* manages to beam them to safety.

STARSHIP FACTS

A Tuvok initially suspects that Nakahn may have been involved in the attack on Zahir, who had embarrassed him in front of Captain Janeway.



F continued

Freud, Dr. Sigmund

Austrian physician, founder of psychoanalysis and author of 'The Interpretation of Dreams' (1900), which expounds the fundamental concepts underlying his theories. **Commander Data** sought advice from a **holodeck** version of Freud while suffering from nightmares. (Starship Log: 'Phantasms' [TNG]) **SEE FILES 55, 56, 69**



Freya

Goddess of love and fertility in a **holonovel** version of **Beowulf**; she was not part of the original story, but was added by **Harry Kim** and played a key part in the program. She was attracted to **Lord Schweitzer**, portrayed by the **EMH**, and eventually died defending him against **Unferth**. Starship Log: 'Heroes and Demons' [VOY]) **SEE FILES 56, 71**



Freya was a character in Harry Kim's 'Beowulf' holonovel; she did not appear in the original poem.

Freyla

Clerk in the **Deep Space Nine** Assay Office. According to **Dax**, **Ensign Manwaring** mistakenly believed Freyla was in love with **Lieutenant Strek** in 2370, when she wanted Manwaring to ask her out. (Starship Log: 'Shadowplay' [DS9]) **SEE FILE 70**

Friar Tuck

Member of Robin Hood's legendary band of benevolent thieves and poachers in 12th century England. **Q** picked **Data** to portray the outlaw in an elaborate charade designed to teach **Captain Picard** a lesson. (Starship Log: 'Qpid' [TNG]) **SEE FILES 55, 69**



Q found it amusing to make Captain Picard's senior staff 'play' characters, including Friar Tuck, from the legend of Robin Hood.

fricandeau stew

An entree featuring veal that has been larded and braised, then cooked with vegetables, stock, and gravy. A favorite of **Miles O'Brien's**; his wife **Keiko** does not care for it. (Starship Log: 'Whispers' [DS9]) **SEE FILES 7, 43, 70**

The holodeck allows Starfleet personnel to consult some of the great minds of the past, including Sigmund Freud.

Friendly Angel

Identity assumed by **Gorgan**, a life form indigenous to the planet **Triacus**, in order to convince children from the **Starnes Expedition** to support it. The friendly angel promised to make the universe into their playground. (Starship Log: 'And The Children Shall Lead' [TOS]) **SEE FILES 58, 68**

Frin

Quark's prosperous uncle; he owned 30 drinking establishments, as opposed to the single bar Quark owned on **Deep Space Nine**. (Starship Log: 'Civil Defense' [DS9]) **SEE FILE 70**

Frola

A female **Voth**, the daughter of **Professor Gegen**. She also had doubts about her father's controversial 'Distant Origin Theory' of evolution, and was concerned for his safety. (Starship Log: 'Distant Origin' [VOY]) **SEE FILES 18, 58, 71**

Frola visited her father on board his ship to tell him of her concerns about his Distant Origin Theory, which could get him into great trouble.



'From Here to Eternity'

A 1953 motion picture starring the American actor Burt Lancaster, set during the Earth conflict known as World War II. Also a popular work of literature. (Starship Log: 'Far Beyond the Stars' [DS9]) **SEE FILE 70**

frontal lobe

The largest part of the humanoid brain. In 2368, the **Ktarians** used a game that produced a significant effect on this cerebral region in their attempt to take over **Starfleet**. The game was introduced to the crew of the **U.S.S. Enterprise NCC-1701-D** and stimulated the frontal lobes of anyone who played it. Soon the crew became addicted and susceptible to suggestion, with no control over their own actions. (Starship Log: 'The Game' [TNG]) **SEE FILES 60, 69**

Frool

Ferengi waiter in **Quark's** bar. Frool was persuaded to join a labor union in part by **Rom's** suggestion that he deserved a day off to rest his chronically sore back. (Starship Log: 'Bar Association' [DS9]) **SEE FILES 14, 27, 70**

Freud, Dr. Sigmund

Freya

Freyla

Friar Tuck

fricandeau stew

Friendly Angel

Frin

Frola

'Frome Here to Eternity'

frontal lobe

Frool

fruit cocktail

Frunalians

fudge ripple pudding

fuel-consumption analysis

full impulso test

full spread

fullerenes

Fullerton, Pascal

fungilli

Furel

fusing piton

fusion bomb

fusion reactor

fusion, regenerative

fusion-based generator

Fuurinkazan battle strategies



Gorgan managed to persuade a group of children that he was actually a friendly angel.



Wesley Crusher discovered that a Ktarian game was a weapon that affected the frontal lobe of the humanoid brain.

**fruit cocktail**

During the **Thirty-Sevens**' visit to the **U.S.S. Voyager** in 2371, **Neelix** fed them this dessert. (Starship Log: 'The 37's' [VOY]) **SEE FILES 7, 18, 71**

Frunalians

Shortly after the discovery of the **Bajoran wormhole** in 2369, three **Frunalian science vessels** requested permission to dock at **Deep Space Nine**. (Starship Log: 'Emissary' [DS9]) **SEE FILE 70**

fudge ripple pudding

A favorite dessert of **Harry Kim**'s. It was one of the foods he imagined eating while incarcerated in an **Akritiri** prison. (Starship Log: 'The Chute' [VOY]) **SEE FILES 7, 43, 71**

fuel-consumption analysis

A standard engineering evaluation aboard **Federation** starships. **Lon Suder** claimed to be running one at the time **U.S.S. Voyager** crewman **Darwin** was murdered. (Starship Log: 'Meld' [VOY]) **SEE FILES 43, 71**

full impulse test

Torias Dax was critically injured while engaged in a full impulse test of a shuttlecraft in 2285. According to official records, the accident left him comatose for six months prior to his death. (Starship Log: 'Rejoined' [DS9]) **SEE FILES 43, 70**

full spread

Weapons command for the launching of torpedoes, designating the distribution of multiple devices over a wide area. (Starship Log: 'Rules of Engagement' [DS9]; 'Resolutions' [VOY]) **SEE FILES 19, 70, 71**

fullerenes

Shortening of '**buckminsterfullerenes**', these devices have the geodesic appearance of macroscopic carbon molecules. Young schoolchildren have been known to fill these with water and use them as crude weapons. The name is derived from the visionary American designer/engineer/inventor (Richard) Buckminster Fuller (1895-1983). (Starship Log: 'Firstborn' [TNG]) **SEE FILE 69**

Fullerton, Pascal

Chairman of the **New Essentialists Movement**, a reactionary organization dedicated to 'restoring the moral traditions' of the **Federation**. Fullerton led a shortlived uprising on **Risa** in 2373. He believed that the planet embodied what he saw as the serious decay of the moral fiber of the Federation. (Starship Log: 'Let He Who is Without Sin ...' [DS9]) **SEE FILES 4, 7, 44, 70**



Fullerton was determined that people be reminded of basic Federation morals.

fungilli

A popular dessert in the 24th century. Both **Geordi La Forge** and **Dr. Leah Brahms** were fond of it. (Starship Log: 'Galaxy's Child' [TNG]) **SEE FILE 69**

Furel

Bajoran who was a member of the **Shakaar resistance cell** during the **Cardassian** occupation. Furel lost an arm rescuing comrades **Kira Nerys**, **Shakaar**, **Lupaza** and other members of the cell. He never replaced the arm. After the resistance he became a farmer in **Dahkur Province** and was part of Shakaar's rebellion over the allocation of soil reclamators in 2371. In 2373 he was one of several members of the Shakaar resistance cell who was killed by **Silaran Prin**. (Starship Log:



Furel was a member of the **Shakaar resistance cell**, and later took up farming on **Bajor**. He was eventually murdered by a **Cardassian**, **Silaran Prin**.

'Shakaar', 'The Darkness and The Light' [DS9]) **SEE FILES 10, 47, 70**

**fusing piton**

A spike attached to a cable and fired into rock as an anchor in climbing. **Neelix** once observed that such **Starfleet** technology "almost takes the fun out of" dangling over a cliff. (Starship Log: 'Blood Fever' [VOY]) **SEE FILES 66, 71**

Fusing pitons offer high levels of safety to the climber, but at the expense of the thrill the sport of climbing can provide.

fusion bomb

Weapon that used hydrogen fusion to cause an explosion. Mathematical models of fusion bombs were used by **Eminiar VII** and **Vendikar** to fight their centuries-long war. (Starship Log: 'A Taste of Armageddon' [TOS]) **SEE FILES 18, 60, 68**

fusion reactor

Nuclear device in which a chain reaction is initiated and controlled, with the resulting release of energy used for starship propulsion or power generation aboard space stations. On a starship, the impulse reaction chamber (IRC) is where the energy is contained during proton-proton fusion reaction. (Starship Log: 'The Forsaken' [DS9]) **SEE FILES 27, 70**

Fusion, Regenerative

Dr. Ma'Bor Jetrel's hypothetical method for restoring the atomic structure of **Talaxians** vaporized by his **metreon cascade**. The procedure failed, however, and Jetrel himself died of **metremia** soon afterward. (Starship Log: 'Jetrel' [VOY]) **SEE FILES 18, 58, 71**

Using a system called regenerative fusion, Jetrel attempted to 'resurrect' the Talaxians who died on Rinax.

**fusion-based generator**

The **Briori** used these energy-generating devices to support cryostasis chambers and power the **amplitude modulation transmitter** in **Amelia Earhart**'s 1937-era airplane. (Starship Log: 'The 37's' [VOY]) **SEE FILES 18, 65, 71**

Fuurinkazan battle strategies

Military technique devised before Stardate 42686.4 (Earth year 2365) at **Tokyo Base** by **Kyle Riker**, father of **Commander William Riker**. (Starship Log: 'The Icarus Factor' [TNG]) **SEE FILES 43, 69**

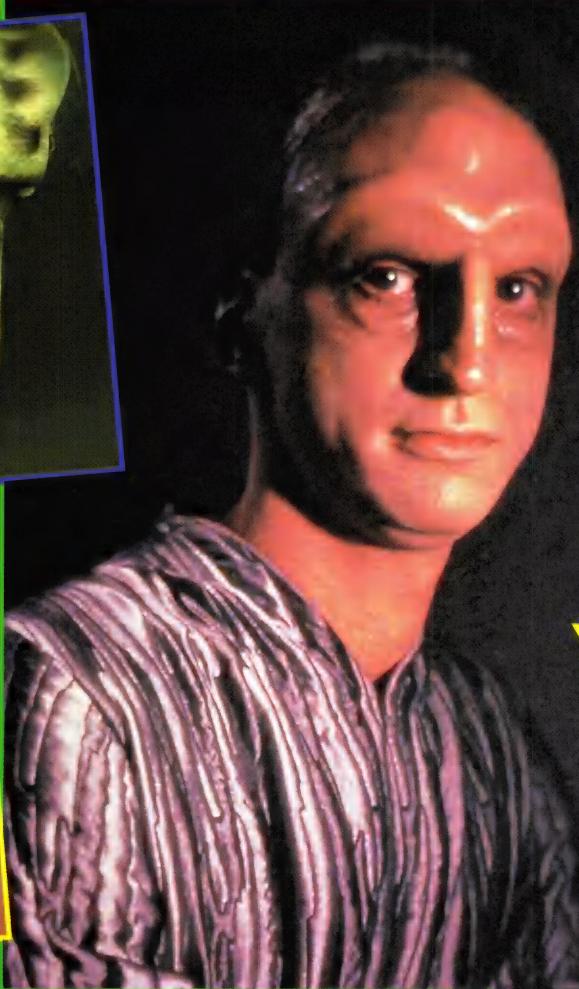


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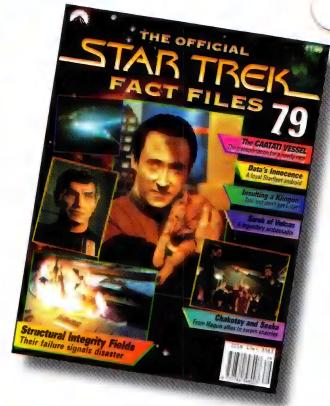
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 50



OTHER GROUPS
AND RACES

SPECIES 8472

Species 8472 is the apex of biological evolution. A bioelectric forcefield that scanners cannot penetrate, and incredible regenerative abilities, ensure that this incredible race is a force to be reckoned with.

Most of what is known about the race referred to as **Species 8472** comes from the experiences of the **Borg** and the

Hiogen. The species is first identified by the Borg, and the name by which it is known is the designation the Borg gave it.

Species 8472 are formidable creatures. The Borg have lost dozens of conflicts to them; they have destroyed millions of Borg drones, hundreds of planets, and countless

Borg cubes. Ironically, it was the Borg who first brought the species from its universe of fluidic space into the **Delta Quadrant**.

They intended to assimilate its incredible biology and, in the Borg's opinion, superior biogenic technology, into the **Borg collective**. The

The U.S.S. VOYAGER crew first encounter a Species 8472 BIO-SHIP attached to the outer hull of a damaged **BORG CUBE**. They do not know if it is an organism or a biological weapon.

Borg broke the barrier of space by opening quantum singularities into 8472's universe using deflector technology. But this time, the Borg found an enemy that was more than capable of fighting back.

Resistance is not futile

Unfortunately for the Borg, 8472's superior physiology prevents assimilation. The species possesses an extraordinary immune system that appears to contain a bioelectric forcefield. Even when a Species 8472 creature is wounded and barely conscious, its body creates an indeterminate

bioelectric field that makes it impossible to even scan. Its skin can display several injuries, such as punctures or energy discharges, and yet it will still regenerate within a relatively short time.

The species' purple blood cells represent the most densely coded DNA ever encountered by **Starfleet**. No matter what penetrates Species 8472's systems, be it chemical, biological, or technological, its immune

system destroys it. This means that the usual Borg assimilation techniques fail to operate in its bloodstream; as soon as Borg components arrive, they are destroyed.

Anatomy

Species 8472 is a tripodod creature with a skin tone that seems purple or gray-green, depending on light conditions. Its two long arms are nearly as long as its body, and it appears to

Species 8472 have a gray-green, hairless skin; their wide-set eyes have unusual, cross-shaped pupils.

be at least two meters tall when fully extended. The creatures walk in a crouched-over position on three legs, and sometimes also appear to crawl using all five limbs.

Their heads are an elongated, conical shape, with wide-set golden eyes that have unusual, cross-shaped pupils.

Parts of their skeletal structure is barely concealed by muscle tissue. Their necks, for



HOME TERRITORY

Fluidic space

Species 8472's natural habitat is a murky region of space that is located in a parallel dimension rather than being part of our physical universe; it has a strange texture that is more like a pulsating fluid than the vacuum of space. The fluid is organic matter, and entry into it creates a compression wave that alerts the *bio-ships* to the presence of intruders. The *bio-ships* move between dimensions through quantum singularities.

Species 8472 space is filled with **BIO-SHIPS** of various sizes and colors.



Dimensions Habitat of Species 8472

Quadrant N/A **Class** N/A

Alignment Hostile

Social structure

Nothing is known of the societies of Species 8472, nor even what social structures exist.

Level of technology

Technology is based on organics. They are capable of advanced space travel using fluidic space, and their weapons are extremely effective.

Intellectual development

Species 8472 are obviously intelligent, and use telepathic communication to threaten and intimidate their foes.

Starship Log

STAR TREK: VOYAGER 'Scorpion'
Parts I and II

OTHER CARDS IN THIS FILE...

- 12 THE BREEN
- 50A SPECIES 8472 ANATOMY
- 50B SPECIES 8472: HUNTED BY THE HIROGEN
- 106 THE HIROGEN

SEE OTHER FILES...

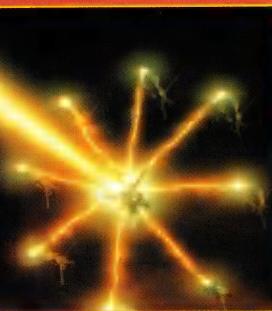
- THE BORG.....File 15
- U.S.S. VOYAGER NCC-74656.....File 29
- OTHER STARSHIPS.....File 40
- STAR TREK: VOYAGER.....File 71

The Guide to the STAR TREK Galaxy

FILE 18 CARD 50

GALAXY FACTS

► The BIO-SHIPS fire tendrils of energy. Several such ships can collaborate to produce an enhanced beam.



► The BIO-SHIPS seem to swim through the organic matter that exists in their own dimensional space.



example, appear to have 'holes' around the spinal column. This could explain the extreme flexibility the creatures display. They are also incredibly strong; they are able to easily penetrate forcefields and ship bulkheads, and can knock their enemies about with

OTHER GROUPS AND RACES

OTHER GROUPS AND RACES

SPECIES 8472

► The BIO-SHIPS are comprised of organic matter. The one attached to the BORG CUBE has dissolved its way through the hull from the outside, and then sealed the area with gossamer-like organic matter.



precision and ease.

The creatures move gracefully, bobbing as if in a liquid environment even when they are out of their own universe. They are able to withstand the vacuum of space as well as the artificial environments created for the Borg, the Hirogen, and the mostly human crew of the **U.S.S. Voyager NCC-74656**.

Telepathic abilities

Species 8472 display telepathic abilities, and communications between them and **Kes** and **Tuvok** of *Voyager* has produced

more information on this complex race. Kes' and Tuvok's experiences of the species are entirely different. Kes receives messages from creatures who are winning a conflict and assured of victory over their enemies. The aliens communicate their malevolence and bravado, telling Kes that "the weak will perish." They say they view our Galaxy as a sort of infection, a threat to their genetic integrity. In their place of origin they are all that exists, and they seem keen to keep it that way.

Tuvok's communication is with a single member of Species 8472. The creature claims it is dying, and wants to return to the fluidic space from which it came. It appears to have lost its appetite for conflict.

In both instances of telepathic communication, Species 8472 initiated the contact, suggesting they are confident in dealing with other races in spite of their isolation; the difference in the messages shows that, unlike the Borg, members of Species 8472 display individuality.

More information on

Species 8472 has been gained from the Hirogen, who chased a single creature for six months during 2374, in one of their ritual hunts over a region of 50 light years.

The chase reveals a great deal of information about Species 8472. It confirms that the only truly effective weapons against them are the modified Borg nanoprobes, created by *Voyager*'s **EMH** program, that were used to defeat the species during *Voyager*'s first encounter with the race. These nanoprobes can be modified to either sedate the species or destroy it, and they work as effectively on the **bio-ships** as they do on the creatures themselves.

Constant regeneration

It is discovered that, as a Hirogen puts it, the 8472 creature has many lives. It is able to regenerate at will, much as its biogenic ships do. It will fight rather than surrender, and, in spite of its physical advantage, it will often resort to clever stratagems rather than expose itself to an outright conflict. There is an identifiable pattern to

► Even with several hundred years' worth of medical knowledge, it would take Starfleet decades to fully understand how Species 8472 DNA functions.

► The 8472 creature hunted by the Hirogen was left stranded in our dimensional space after its race was defeated by the Borg and the *U.S.S. Voyager*.

Species 8472's efforts in self-preservation. The Borg observe that, upon incursion, 8472 will immediately seek to disable the main power matrix of a starship, followed by life support and gravimetric controls.

The creature will attempt to barricade itself when it is wounded, in order to give itself time to regenerate. It shows great agitation upon seeing its enemies, lashing out even at those who wish to help.

Species 8472 are devious and highly intelligent. They will seek the most efficient means of destroying their enemies, and will not relent until they have done so. Even with the modified Borg nanoprobes available, Species 8472 is a creature best avoided.

INFECTED

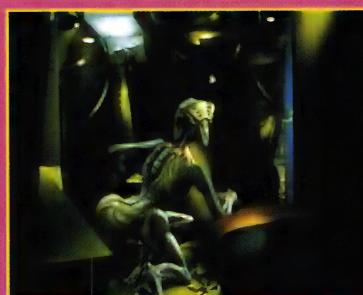
Biological attack

Each cell of Species 8472 contains 100 times more DNA than a human cell. It is the most densely coded life form that Starfleet has ever encountered. The creatures attack their victims by infecting them with a tiny amount of their biological material; just a few cells can spread throughout the victim's entire body in a matter of hours, soon infusing every system. Anything that penetrates the cell membrane is destroyed in seconds, making it impossible for the infection to be treated until Borg nanoprobes are modified.

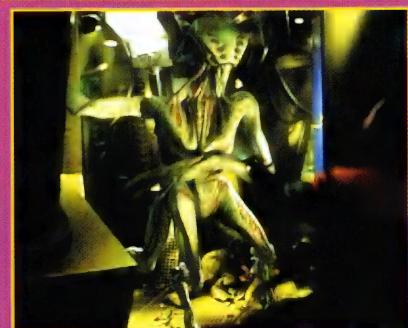
► When Harry Kim is attacked by Species 8472, he is infected with alien cells that literally begin to eat him alive. Every treatment used to combat the infection is neutralized within seconds.



► The Species 8472 cells are in constant motion; they appear to be agitated and their movement is violent. They are densely packed cells with a luminescent membrane.



► Species 8472 creatures walk with a stooped but graceful gait due to their three multi-jointed legs. They can also use their arms to walk on all five limbs.



► When standing fully erect, Species 8472 are over two meters tall. They are an aggressive race, especially when cornered or threatened, and lash out violently to defend themselves.

The Guide to the STAR TREK Galaxy

FILE 8 CARD 7



THE
VULCANS



THE
VULCANS

ISOLATIONISTS & THE STONE OF GOL

Vulcan is one of the founding members of the United Federation of Planets, but not all members of the race think that contact with other cultures is a good thing; some think that Vulcan purity is being polluted.

In the fringe of Vulcan society, a small but growing underground exists. This is the Vulcan isolationist movement, and it is made up of extremists who believe that contact with alien races has polluted Vulcan culture and is responsible for destroying Vulcan purity. The group advocates the total isolation of Vulcan from the rest of the Galaxy, and the eradication of all alien influences from the planet, including that of the United Federation of Planets – an organization that, ironically, Vulcan helped to found.

Most Vulcans value their contact with other cultures, and consider it to be logical. They see their culture growing richer from its interactions with others, and recognize that they have more to gain than to lose from the resulting trade and scientific exchanges. They also understand that in a universe filled with expansionist races such as the Dominion, it is important to have allies.

Standing alone

Centuries ago, when the Vulcans were a warlike and savage race, they learned that peace, both within themselves and with

The Stone of Gol
provides the Vulcan isolationists with a weapon deadly enough to achieve their goals with a single thought. This small device will give them the power they need to overcome their planet's government.



Once the first piece of the Stone of Gol has been stolen, the hunt is on to complete the artifact.

others, was one of the most powerful of weapons. Had they followed an isolationist stance, first contact with humans would never have taken place, and such dignitaries as Spock, whose mother is from Earth, would never have been born.

The Vulcan isolationists, on the other hand, follow a different logic. Perhaps because of bad experiences with individual aliens, or perhaps because of a general xenophobia toward alien cultures, they choose to see outsiders as a threat to the Vulcan way of life.

They do not agree that contact with alien races makes Vulcan culture stronger and richer, nor that Vulcan benefits from its membership in the Federation. They only see what they consider to be the deteriorating state of their culture. To rectify this, the isolationists want to turn the clock back to a time that they believe is more purely Vulcan.

The lengths that the isolationists will go to in

FRIENDLIER TIMES

Taking part

The Vulcans are a peaceful race who have traveled space for centuries, contacting races across the Galaxy. They are the first alien race to formally contact Earth, and later help to found the United Federation of Planets. All of this points to a people who are open and welcoming toward other races, but, even so, they can sometimes seem a little cold and stand-offish toward others.

Starfleet is founded in 2161, but it is decades before the Vulcans join the mostly human organization; the first Vulcan to attend Starfleet Academy is Spock, who is half human. As late as the 24th century, many Vulcans prefer to serve on Vulcan-only ships, and they are still a very private people when it comes to subjects such as Pon farr. Few Vulcans, however, advocate the total separation favored by the isolationist movement.

Among friends

Official meetings of the United Federation of Planets bring together representatives of all the major races under one roof. Most Vulcans value this contact with other peoples and the exchange of culture and technology it allows; those who want to keep Vulcan separate are a small minority.



Tallera is the first person to locate all the parts of the disassembled Stone of Gol. She has few qualms about using the deadly weapon on her opponents.



order to achieve their aims are as extreme as their beliefs; a well documented case is that of **T'Paal**, a member of the movement who, in 2370, poses as a **Romulan** named **Tallera**.

In 2369, Vulcan isolationists steal an artifact from a Vulcan museum. It is thought to be one fragment of the mythical **Stone of Gol**, an ancient Vulcan weapon that focuses and amplifies telepathic energy.

The Stone of Gol is one of the most devastating weapons ever conceived, a psionic resonator that allows its user to kill through the power of the mind. According to legend, whoever holds the stone needs only to think of throwing it at someone in order to kill them.

A Vulcan trained in mental disciplines would be a formidable assassin. Using the Stone of Gol, the entire Vulcan council could

THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8 CARD 7

ISOLATIONISTS & THE STONE OF GOL

THE
VULCANS

analyzes the hieroglyphs on two of the pieces of the resonator and discovers that they are the symbols for the Vulcan gods of war and death. Initially, he finds this confusing; these gods usually stand alone on Vulcan artifacts, and would never be combined with a third glyph. But when he sees the resonator fully assembled, Picard realizes that the third image is the Vulcan symbol for peace, positioned between the other symbols. The resonator's power can be overcome by peace; as the Vulcan people gave themselves over to a peaceful way of life, the resonator became useless on Vulcan, and was dismantled.

T'Paal defeated

By clearing his mind of violent thoughts, and ordering his crew members to do the same, Picard is not harmed by the weapon when Tallera fires at him. Tallera is subsequently arrested by Vulcan Security Minister **Satok**, and the pieces of the psionic resonator are ordered to be destroyed.

T'Paal's arrest and the destruction of the resonator do not end the threat posed by the isolationists. And although a search is launched by Vulcan security forces for the other members of the group, it

is doubtful that all of them have been found. T'Paal is unlikely to have been working alone, but it is possible that the movement is so deep underground, and its members so secretive, that they may never be discovered.

Standing together

The majority of the Vulcan people do not agree with the views of the

VULCAN FACTS

The fragment of the Stone of Gol kept in the Vulcan museum is under heavy guard; its potential is clearly recognized.

In the guise of Tallera, T'Paal joins the crew of archeological mercenaries led by Arctus Baran. Her crewmates are unaware of her true identity and do not realize the significance of the artifacts for which she is searching.

T'Paal's plan fails when she realizes that the Stone of Gol can be rendered harmless by peaceful thoughts. She is taken away and handed over to the Vulcan authorities.



isolationists, and most of the population are happy to continue to bring the planets and people of the Galaxy closer together. Vulcan continues to play an important role in the United Federation of Planets, and the number of Vulcans serving on **Starfleet** ships will only increase their race's understanding of other cultures. In truth, given Vulcan's membership in **Starfleet** and the number of other races that possess ships with warp drive capability, it would be virtually impossible for Vulcan to completely isolate itself from other worlds. It is more likely that doing so would seriously hurt the planet, and possibly make it a target for conquest by such adversaries as the **Romulans**, leading to a conflict that would damage Vulcan culture far more than peaceful interaction ever could. It would seem that Vulcan participation in the wider affairs of the Galaxy is by far the more logical position.



Scattered pieces

The Stone of Gol was disassembled when the Vulcan race adopted a more gentle path. Once their thoughts were peaceful, the resonator became ineffectual.

Reassembled

T'Paal, posing as Tallera, is prepared to use the reassembled Stone of Gol to kill the entire Vulcan government, allowing the isolationists to take power.

Deadly weapon

The weapon inflicts a painful death, but thinking peaceful thoughts is the only defense needed. When the Vulcans adopted a peaceful way of life, it became useless.

FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
OBERTH-CLASS STARSHIPSSYSTEM:
VESSELS

BRIEFING:

OBERTH-CLASS FLEET LISTINGS

The **Oberth** class, one of **Starfleet**'s most enduring designs, is named for 20th-century scientist Hermann Oberth, a rocket pioneer. The ships are in use by the 2280's, and are still in service nearly a century later.

RISKY MISSIONS

Oberth-class ships are specialist scientific vessels that often operate with only a handful

of crew, and carry civilian science specialists as well as Starfleet officers. But, sadly, the peaceful nature of **Oberth**-class vessels' missions does not make them immune from disaster. Although they are less likely to be destroyed in violent clashes with hostile races, they are exploring unknown territory and often fall victim to dangerous galactic phenomena such as severe gravitational disturbances.



▲ **OBERTH**-class exploration vessels have served **Starfleet** for a century, and are still in use in the 2370's. Sadly, the **U.S.S. GRISSOM** was destroyed by the Klingons in 2285.

U.S.S. BONESTELL

The **U.S.S. Bonestell** is one of the 39 **Starfleet** vessels to be destroyed in 2367 during the Federation's disastrous assault on the **Borg** at the **Battle of Wolf 359**.

Ship's registry: NCC-31600

Named for: Chesney Bonestell, an astronomical artist.

Starship Log: 'The Best of Both Worlds'
Part II [TNG]



► As Locutus of Borg, Captain Picard oversees the destruction of the **U.S.S. BONESTELL** at Wolf 359.

U.S.S. COCHRANE

The **U.S.S. Cochrane** delivers Julian Bashir and Jadzia Dax to their postings aboard **Deep Space Nine** in 2369. This is the first starship to be named after the legendary inventor, but **Cochrane**'s name has also been given to the **U.S.S. Voyager**'s experimental warp 10 shuttle.

► The **U.S.S. COCHRANE** docks at **DEEP SPACE NINE**.

Ship's registry: NCC-59318

Named for: Warp drive inventor Zefram Cochrane.

Starship Log: 'Emissary' [DS9]

**U.S.S. COPERNICUS**

In the 2280's, the **Oberth** class is still a relatively modern type of **Starfleet** ship. However, when the **U.S.S. Copernicus NCC-623** is at Earth's **Spacedock** in 2286, it is nonetheless overshadowed by the arrival of the new **Constitution**-class **U.S.S. Enterprise NCC-1701-A**, the second vessel to carry the famous name. Coincidentally, this new *Enterprise* carries a shuttlecraft that is also named after Nicolaus Copernicus, 1473-1543, who is still considered to be the

father of modern astronomy, 800 years after his birth.

Ship's registry: NCC-623

Named for: The early Earth astronomer, Nicolaus Copernicus.

Starship Log: **STAR TREK IV: THE VOYAGE HOME**

► The **U.S.S. COPERNICUS** witnesses a historic moment: the launch of a new **U.S.S. ENTERPRISE**.

**U.S.S. GRISSOM**

The **U.S.S. Grissom**, commanded by Captain J.T. Esteban, is a **Starfleet** science vessel that carries civilian scientists as well as Starfleet officers; it does not, therefore, carry heavy armaments. In 2285, the ship is assigned to investigate the **Genesis Planet** in the **Mutara Nebula**, but the mission ends in disaster when the ship is attacked by **Klingons** who are hoping to claim the planet for themselves. A single hit from the Klingon vessel is enough to

obliterate the *Grissom*; the ship is destroyed and all hands aboard are lost.

Ship's registry: NCC-638

Named for: Early Earth astronaut Virgil I. Grissom, who died in 1967.

Starship Log: **STAR TREK III: THE SEARCH FOR SPOCK**

► The crew of the **U.S.S. GRISSOM** face a dire situation when they encounter a **KLINGON BIRD-OF-PREY**.





OBERTH-CLASS STARSHIPS

U.S.S. PEGASUS

During the 2350's, the **U.S.S. Pegasus**, under the command of **Captain Erik Pressman**, is used to test many experimental **Starfleet** devices that are later incorporated into new classes of Starfleet vessels. However, when the ship is used to test an experimental cloaking device that alters the state of matter, in direct violation of the **Treaty of Algeron**, the crew mutiny against Captain Pressman; he is forced to evacuate the ship in an escape pod. Unfortunately, when the remaining crew try to shut down the cloaking device, the ship suffers an explosion. It is believed

to have been completely destroyed until its wreckage is found, fused inside an asteroid, 12 years later. Pressman is then arrested.

Ship's registry: NCC-53847

Named for: The winged horse from Earth's ancient Greek mythology.

Starship Log: 'The Pegasus' [TNG]



The prototype cloaking device tested aboard the U.S.S. PEGASUS in the 2350's has disastrous consequences for the vessel and most of its crew.

U.S.S. RAMAN

The **U.S.S. Raman** is a science vessel with a crew of only seven. In 2370, tragedy strikes the ship when it accidentally picks up **subspace** life forms that are living in the atmosphere of the planet **Marijne VII**. The trapped life forms try to communicate with the crew so that they can be returned home,

but this unintentionally causes the deaths of the scientists. The ship sends out a distress signal, but by the time the **U.S.S. Enterprise NCC-1701-D** responds, nothing can be done to help the crew. The subspace beings, however, are eventually returned to their home environment.

Ship's registry: NCC-59983

Named for: Sir Chandrasekhara Venkata Raman, 1880-1970, an Earth physicist and winner of the prestigious Nobel Prize during the mid 20th century.

Starship Log: 'Interface' [TNG]

U.S.S. TSIOLKOVSKY

In 2364, the **U.S.S. Tsiolkovsky** is assigned to monitor the collapse of a super red dwarf star into a white giant, but the gravitational effects infect the crew with a variant of the **Psi-2000** virus, causing madness. The entire crew die; some blow themselves out of airlocks, others freeze to death after tampering with the environmental controls. The **U.S.S. Enterprise NCC-1701-D** responds and soon its crew, too, are

infected. When the ship is unable to move itself out of the way of an approaching stellar core fragment, the *Tsiolkovsky* is used to absorb the impact, destroying this ship but saving the *Enterprise*.

Ship's registry: NCC-53911

Named for: Early Earth space pioneer Konstantin Tsiolkovsky.

Starship Log: 'The Naked Now' [TNG]



The U.S.S. TSIOLKOVSKY is destroyed in a collision with a stellar fragment.

S.S. VICO

As its registration number indicates, the **S.S. Vico** is not a **Starfleet** ship, but a civilian **Federation** research vessel. In 2368, the *Vico* is exploring the Black Cluster when severe gravitational wavefronts are amplified by the ship's shields; the consequences are disastrous. **Starbase 514** loses contact with the ship, and the **U.S.S. Enterprise NCC-1701-D** is sent to investigate. Sadly, the Starfleet vessel finds the *Vico* badly damaged, with most of the crew dead.

The only survivor is **Timothy**, a young boy. Though traumatized, his recollections of the events leading up to the tragedy help the *Enterprise* to avoid a similar fate.

Ship's registry: NAR-18834

Named for: Not recorded

Starship Log: 'Hero Worship' [TNG]

The S.S. VICO is found floating in the Black Cluster in 2368. All but one of its crew are dead.



U.S.S. YOSEMITE

In 2369, the **U.S.S. Yosemite** is assigned to the **Igo Sector** to study a **plasma streamer** between a binary star pair. Unfortunately, the transportation of **quasi-energy microbes** causes a disaster when their sample container explodes. The ship is severely damaged by the explosion; several crew members are infected with the microbes, and the life forms also get into the pattern buffers of the ship's transporter

system. Loss of life, however, is thankfully kept to a minimum; only one crew member is killed.

Ship's registry: NCC-19002

Named for: Yosemite Park on Earth

Starship Log: 'Realm of Fear' [TNG]

The damaged U.S.S. YOSEMITE drifts in the Igo Sector. Luckily, most of the crew survive the disaster.





FILE 26 U.S.S. ENTERPRISE NCC-1701-E

SHIP:

U.S.S. ENTERPRISE NCC-1701-E

SYSTEM:

EMERGENCY ESCAPE PODS

LOCATION:

OUTER HULL

The space beyond the benign atmospheric envelope of a **Class-M** planet is certainly the most dangerous environment ever to be traversed by human beings; one who is exposed to the cold vacuum of space can measure his or her life expectancy in seconds. Few problems are serious enough to justify the abandonment of a **Starfleet** vessel, but an imminent warp core breach, major damage to the hull caused by natural factors or enemy action, and loss to an overwhelming enemy invasion would be typical emergencies.

When such situations occur, the escape pods of a starship serve the same purpose as the lifeboats of a water-based vessel; they ensure the continued survival of passengers and crew after the primary vessel has to be abandoned.

The escape pod is ejected into space from the primary ship. These small craft then keep their passengers alive and well until a safe haven can be reached.

Pod availability

Sovereign-class starships such as the **U.S.S. Enterprise NCC-1701-E** have a crew of 855, but under emergency evacuation conditions the ship can carry almost 1300 people. When disaster strikes, the ship's complement of escape pods may be all that stand between these people and certain death.

Four discontinuous circular rows of pods circle the command saucer of the ship, two rows on the dorsal side and two on the ventral side. Each pair or row consists of an inner circle and an outer circle, and each row is broken into smaller arcs of five or six pods.

Further rows of pods line each side of the secondary or engineering hull. Each row contains at least four pods, making a total of eight available to this section of the ship.

The escape pods of the *Enterprise* are basically the same shape as a three-legged table; they are a living module standing on three thrusters. The bottom of the pod has a complex pattern of vents, access hatches, and thrusters. Also on the bottom are marks identifying it as



► The full complement of escape pods from the SOVEREIGN-class U.S.S. ENTERPRISE NCC-1701-E in flight is an impressive sight, but one that most officers serving aboard the ship must have hoped they would never see. These small vessels are only used in dire emergencies.

coming from the *Enterprise*, and a serial number that identifies each individual escape pod. Each side of the escape pod is marked with lights and black-and-yellow zebra markings, helping to increase the visibility of the pods and making them easy for a rescue ship to locate.

At the top of the pod is a silvery metal roof made from a number of pieces that fit together like a puzzle. The top of the pod also displays the serial number. When the pod is not in use, its roof is flush with the *Enterprise*'s outer hull.

Easy reach

Each pod is entered from the side through a narrow hatch that opens into the main corridors of the ship. Pods are available throughout the ship, but access is always from corridors nearest the outer hull. Hatches line sections of these outer corridors, with a situation display monitor between each one. Each hatch swings open on a hinge at the bottom, creating a short ramp from the floor of the corridor into the pod.

The search for a safe haven can extend over a period of days or even months. For this reason, each pod must be equipped with a

reliable power source, life support systems, and food storage or replication facilities, or both. It must have some means to recycle the air, and also a two-way communications device to help the passengers to contact potential rescuers.

Practical use

In 2373, the *U.S.S. Enterprise NCC-1701-E* follows the **Borg** more than 300 years into the past to prevent them from changing the timeline. When the Borg take over the *Enterprise*, **Captain Jean-Luc Picard** eventually realizes that the only way his crew can possibly survive is to have them abandon ship aboard the escape pods.

The destination chosen for the pods is **Gravett Island** on Earth, an out of the way and uninhabited plot of ground in the South Pacific, 10 kilometers square. Picard advises his crew to "find a quiet corner of North America and stay out of history's way."

The escape pods begin their short journey to the planet's surface but, luckily, Captain Picard and **Commander Data** defeat the Borg and the crew are able to return to the ship.



► The escape pods are accessed through hatches that open onto the corridors closest to the outer hull of the ENTERPRISE. The doorways to the hatches are opened as the crew arrive.



► The escape pods are embedded into the hull on their sides; as they leave the ship, they rotate into their flight positions. The flat triangular surface of the pod faces forward.



► Once free of the main body of the U.S.S. ENTERPRISE, the fleet of escape pods heads off toward safety. This could be the surface of a nearby planet or another starship sent to collect them.





FILE 26 U.S.S. ENTERPRISE NCC-1701-E

EMERGENCY ESCAPE POD



DORSAL VIEW

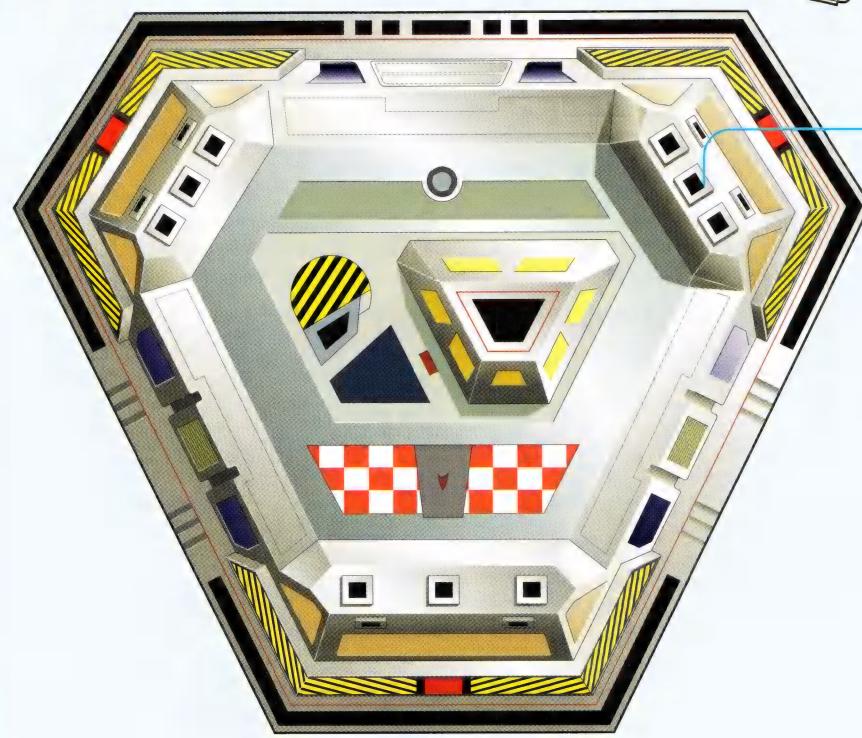
ATMOSPHERIC RE-ENTRY HEAT SHIELD

FLOTATION STOW

STARBOARD VIEW



VENTRAL VIEW



RAPID DEPLOYMENT THRUSTERS

Escape pod

This design of escape pod is found on **Sovereign**-class vessels such as the **U.S.S. Enterprise NCC-1701-E** in the 2370's. Easy access from the main corridors of the mother ship ensures that evacuation is as smooth and quick as possible.

The Traveler

The Traveler exists on a plane where space, time, and thought are unified. The experience of his race is utterly different from the human experience of a reality in which space, time and thought are separate, distinct entities.

The Traveler is a male from **Tau Alpha C**. He has a humanoid body, with a very prominent forehead; his skull has a large, bulbous shape, and instead of eyebrows he has protruding ridges above his eyes. His hands feature large, webbed fingers. Overall, the Traveler's physiology is quite different from that of humans.

More important, though, is his remarkable ability to powerfully focus the thoughts around him. This occurs through his physical body; he literally phases in and out of our reality. He is, however, weakened by this experience. This may be exacerbated by being away from Tau Alpha C for long periods of time.

The Traveler manipulates

the energies of space, time, and thought unlike anything else encountered by **Starfleet**. Twenty-fourth century science cannot even grasp the principles of unity toward which the Traveler is pointing.

Beyond understanding

The kinds of shifts in reality that the Traveler is comfortable with seem fantastic to most of the humans who meet him. However, when he facilitates actual shifts in the space-time continuum that the **Federation** understands, he gains instant credibility.

The Traveler is a very benign creature. He has no harmful intentions toward anyone and no malice, greed, nor hunger for power. He can, however, seem a bit smug and

FIRST MEETING



★ Unwilling pawn

The Traveler first comes aboard the **U.S.S. ENTERPRISE** to perform warp engine experiments with Kosinski. He keeps his true role secret.

★ Between planes of existence

The Traveler literally phases between realities. His perceptions allow him to understand a much larger universe than the one recognized by humans.

★ Weakened

Phasing weakens the Traveler. Dr. Crusher examines him, but his physiology is different to anything she has encountered. He seems to understand what is wrong, but is too weak to tell her.

PROFILE ON THE TRAVELER

NAME: The Traveler

LIFE FORM: Tau Alpha C male

STARDATE: 41263.1

EVENT: The Traveler comes aboard the **U.S.S. Enterprise** with Kosinski to perform warp engine experiments.

STARSHIP LOG: 'Where No One Has Gone Before' [TNG]

STARDATE: 44161.2

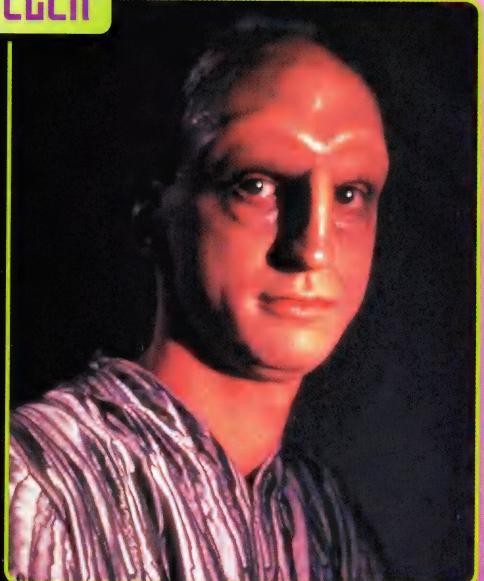
EVENT: The Traveler helps Wesley Crusher to rescue his mother from a static warp bubble.

STARSHIP LOG: 'Remember Me' [TNG]

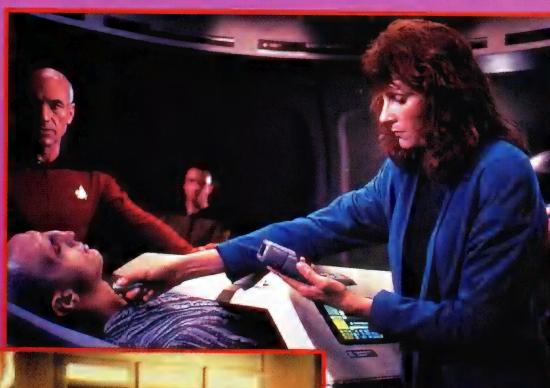
STARDATE: 47751.2

EVENT: The Traveler meets Wesley for a third time, and together they set out to explore the universe.

STARSHIP LOG: 'Journey's End' [TNG]



▲ The Traveler immediately recognizes Wesley Crusher's unique gift. Years after their first meeting, the Traveler and Wesley set off together on a journey of discovery that will surpass anything Wesley could experience with Starfleet.



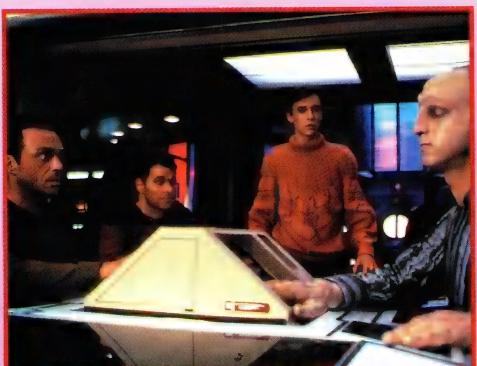
★ Fantastic journey

An accidental miscalculation by the Traveler sends the **U.S.S. ENTERPRISE** across millions of light years in an instant, propelling the ship into an area of space outside the Galaxy that has never before been encountered by Starfleet. Luckily, they are soon returned to the Alpha Quadrant.



OTHER CARDS
IN THIS FILE...

2	Q	
4	TRELANE	
5	THE COMPANION	
SEE OTHER FILES...		
U.S.S. ENTERPRISE		
NCC-1701-D File 25		
STARFLEET PERSONNEL File 43		
STAR TREK: THE NEXT GENERATION File 69		



★ Special talents

Wesley Crusher's understanding of the warp experiments tells the Traveler that this boy is a unique individual. He is highly intelligent and grasps difficult concepts immediately, including ideas that even seasoned Starfleet officers have trouble with.



★ Sharing knowledge

The Traveler tells Captain Picard of Wesley's special talents. He thinks the boy has great potential.

superficial at times. Because humans are generally operating in such a narrow spectrum of existence, believing their reality to be the only real one, the Traveler is sometimes frustrated and bored.

Still, he is not outwardly dismissive or arrogant, just a bit impatient.

The Traveler is motivated by curiosity about humanoid behavior. He has a desire to locate others who could join him in expanding the planes of existence. His intentions are always to further the interplay of thought, time and space. He is purely interested in traveling through the universe, exploring and playing on these different planes of existence with others of like mind and spirit.

The Traveler first comes into contact with the Federation when he is accompanying a pompous

Starfleet scientist, Kosinski, on board the *U.S.S. Enterprise NCC-1701-D* to conduct tests on the warp drive engines. It becomes clear that it is the Traveler, not Kosinski and his formulas, who is really responsible for the extraordinary bursts of velocity when a slight miscalculation, probably due to his fatigue, sends the *Enterprise* millions of light years in a matter of minutes. What he accomplishes is unprecedented; not only does the starship exceed **warp 10**, but it travels to an extragalactic region that Starfleet has never seen before.

Different existence

Once his true nature has been revealed, the Traveler admits that he is purposely staying in the background; he is using Kosinski to trade his knowledge of propulsion for passage on Starfleet vessels. He is interested in learning everything that he can about people.

The Traveler does not even exist in the way humans typically understand existence. He can morph into another being instantly and can also create different

realities. He can sense when he is being sought after by humans, and appear to them. Many things about him seem miraculous to members of Starfleet but, to the Traveler, it is very simple. He sees thought as the basis of all reality and the most powerful force in existence. He can control and meld thoughts in a sophisticated way.

A modest facilitator

Like many visionaries, the Traveler does not give himself credit for the extraordinary experiences that people have around him. He sees himself as a facilitator who opens the door to what is already possible within others.

In short, the Traveler works on a spiritual plane where everything is unified – thoughts, feelings, and beliefs – and he tries to show others this reality. He believes that everyone has the ability to operate in this expanded plane of existence, but that the vast majority of people are too confined by their narrow, ingrained perceptions. He is one of the most extraordinary beings ever encountered by Starfleet.

"There is a power within each of us that most people haven't begun to realize."

— The Traveler

THE TRAVELER AND WESLEY

Special relationship

The Traveler has a unique relationship with the young Wesley Crusher, and reappears at key moments in the boy's life. The Traveler provides him with new ways of looking at himself and the way he perceives the universe, and it is through his inspiration that Wesley eventually chooses to leave Starfleet.

While Wesley is on a mission to Dorvan V, the young Starfleet officer befriends Lakanta, one of the planet's inhabitants. Lakanta in turn introduces Wesley to the concept of a vision quest: a spiritual aid used to find answers that are not normally discovered through normal empirical means; for instance, in Wesley's vision quest he sees his dead father, Jack. Lakanta eventually reveals himself to be the Traveler. Wesley, with his old friend as a guide, leaves this plane of existence to begin a life of exploration between thought, energy and time, leaving Starfleet far behind.



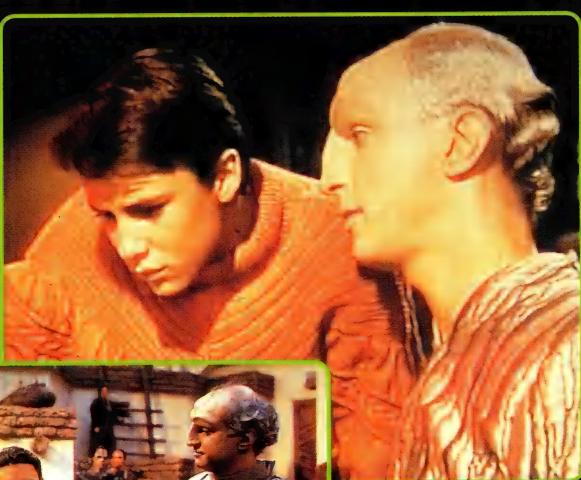
★ In disguise

On Dorvan V, Wesley meets one of the planet's inhabitants, a man named Lakanta. But he is soon revealed to be the Traveler.



★ Helping hand

Wesley and the Traveler meet for a second time when Wesley needs help in rescuing his mother.



★ Special bond

The Traveler knows that Wesley needs to develop gradually, without being pushed or burdened.

★ Another path

Meeting the Traveler again finally convinces Wesley that a Starfleet career is not for him.



Kira and the Federation: Part 1

When Bajor first approaches the United Federation of Planets, Major Kira Nerys sees the move as compromising her homeworld's hard-won freedom. But, over the years, her opinion of Bajor's new ally softens.

As a woman of strong words and stronger actions, Major Kira Nerys achieves a delicate balance between her **Bajoran** roots and her duties in dealing with the **United Federation of Planets**.

The job is not always an easy one for Kira; she sometimes finds Bajoran interests at odds with Federation policies. But, over time, she has softened her stance against the Federation's presence in Bajoran space and has come to respect the ideals for which it stands. In her mind, these are embodied by **Commander Benjamin Sisko**, the station's commanding officer.

Liaison role

Sisko arrives at **Deep Space Nine** shortly after the **Cardassian** occupation of Bajor has ended. Kira is the attaché assigned to the station by the Bajoran government; she is

opinionated and outspoken, and makes it clear that she does not believe that the Federation has any business there. She has been fighting for Bajoran independence since she was old enough to hold a **phaser**, and resents that the Federation has been contacted so soon after the Cardassians were driven away. At first, she predicts that the Bajoran provisional government will soon fall, and that the Federation will be forced to leave.

Change of heart

Kira's attitude toward the Federation begins to change after the **Bajoran wormhole** is discovered. Initially, she wants to claim the discovery for Bajor, but admits that the claim will be much stronger backed up by a Federation presence. When the Cardassians return, she tells them the Federation has equipped the station with weapons. The Federation begins to

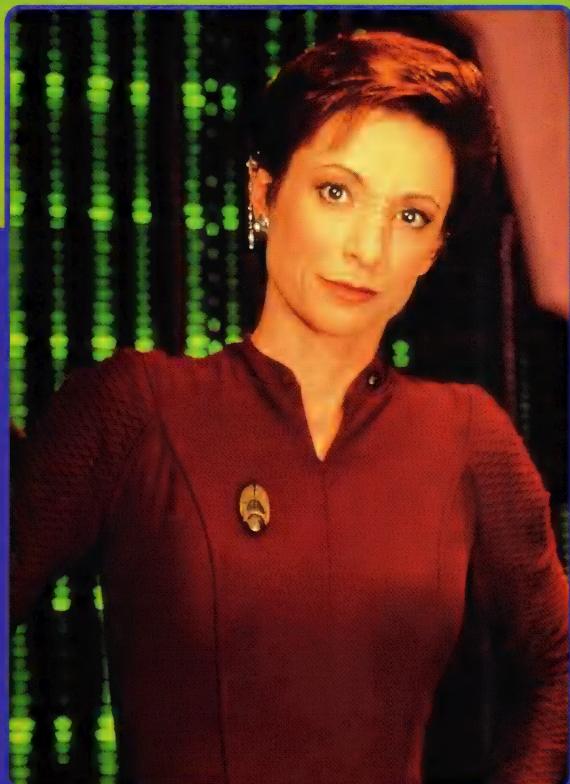
PROFILE ON KIRA

DATE: 2369

EVENT: The Bajoran provisional government requests Federation aid following the Cardassian withdrawal. Major Kira Nerys is assigned to work with the Starfleet officers on **Deep Space Nine**, but she is far from happy about the Federation's presence.

DATE: 2373

EVENT: By the time the Federation is ready to accept Bajor as a member, Kira's attitude has changed completely and she knows that Bajor can only benefit from membership.



Major Kira's initial hostility to the United Federation of Planets gradually fades as she realizes that Bajor has far more to gain from the relationship than it has to fear. Unlike the exploitative Cardassians, the alliance with the Federation is mutually beneficial.

serve a purpose in her mind; she realizes that without its presence, the Cardassians will easily take control of the wormhole.

Kira's job does, however,

test her loyalties from time to time. On one such occasion, **Tahna Los**, a Bajoran with whom Kira fought in the underground, comes aboard **Deep Space**

Nine. He is a member of the **Kohn-Ma**, a terrorist organization still fighting the Cardassians. Sisko refuses to grant him asylum; this makes Kira angry enough to

INITIAL HOSTILITY

★ Freedom fighter

Kira spends years fighting for Bajoran freedom during the brutal Cardassian occupation. Once the Cardassians are driven out, she feels that her people are too quick to ask for outside help.



★ Working together

DEEP SPACE NINE is to be jointly administered by Starfleet and the Bajoran government. The two organizations maintain separate staffs aboard the station who work closely together on aspects such as engineering, security, and day-to-day administration.

★ Outspoken

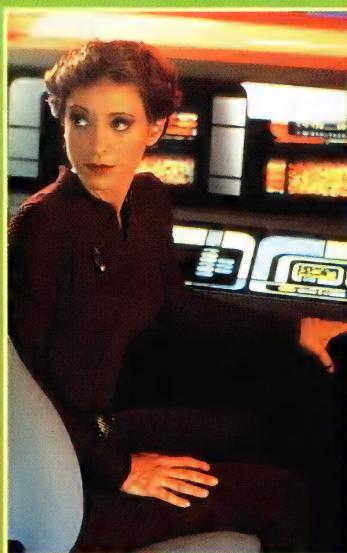
Kira is openly hostile to the Federation, and is not afraid to make her view abundantly clear to Commander Sisko.



PERSONNEL FILES

Kira and the Federation: Part 1

FILE 47 CARD 1B



★ New technology

Kira works closely with Federation technology, such as shuttles and Runabouts.

"I didn't think Federation membership was right for Bajor. It hadn't been that long since the occupation, and I thought it was important for us to learn to stand on our own two feet." — Major Kira

go directly to Starfleet and complain about his handling of the matter.

Taking sides

Tahna's strong beliefs make Kira confused as to whose side she should take. As she tells **Odo**, "It was so much easier when I knew who the enemy was."

A major factor in Kira's changing attitude to the Federation is the developments of her relationship with Sisko, which improves greatly over time as they come to realize that each of them needs the other. Because Sisko shows respect for her, Kira begins to respect his

Federation position as well. She comes to realize that the Federation is more interested in serving the greater good of Bajor than in any selfish goals.

Kira's relationship with Sisko is complicated by the fact that he is also the **Emissary of the Prophets**; as a result, she has to relate to him as a religious icon as well as her commanding officer. But this is mostly beneficial; Kira's certainty that Sisko is following the path of the Prophets ensures that she will follow where he leads.

When Bajor's petition to join the Federation is approved in 2373, Kira is pleased. Five years earlier,



★ Other relationships

Kira's relationship with Shakaar often helps negotiations.

she didn't think Federation membership was right for Bajor; she felt it was important for Bajorans to "learn to stand on their own two feet." But her time on the station changes her mind. Commander Sisko has made a believer out of her, both as the Emissary and as a Starfleet officer trying to help Bajor.

When Bajor decides not to join the Federation, based on a dire vision of the Emissary's about Bajor's destruction, Kira understands. Bajorans are deeply committed to their spirituality, and heed the Emissary's words carefully.

A much greater evil

Ultimately, Sisko advises Kira to influence the Bajoran government to sign a treaty of non-aggression with the **Dominion**, which they would not have been able to do as members of the Federation. Because of her deep respect for Sisko as the Emissary, Kira takes his opinion very seriously; she knows he has the interests of Bajor at heart, and does as he suggests.

The treaty is signed, and Sisko's recommendation is vindicated when a Dominion attack forces the Federation to abandon Deep Space Nine.



CLASH OF INTEREST

Taking sides

Tahna Los criticizes Kira for taking orders from the Federation; she argues that she is still fighting for Bajor, but in a different way. When Tahna tries to manipulate Kira into helping him close the wormhole, she realizes he is the enemy. Tahna Los is interested in returning to an isolationist freedom, but Kira knows that the wormhole is the future of Bajor; it will bring commerce and ships, and make the planet a power in the quadrant. As the Bajorans grow stronger, they will not have to depend on anyone else, but until that happens it is important to accept the Federation's help.



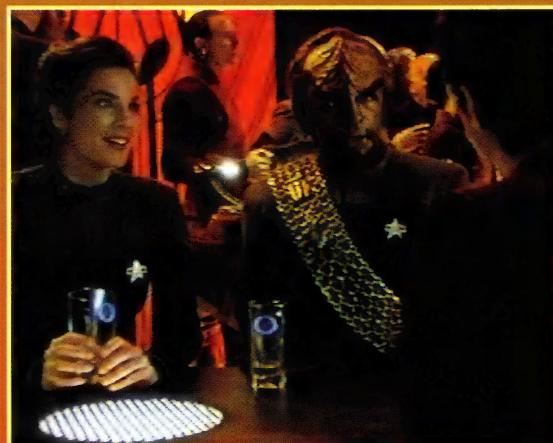
▲ Kira sees Tahna Los as a strong leader, a man who committed atrocities for the sake of a greater good, but she finally does not agree that Bajor should stand alone.

★ Briefly replaced

For a short period in 2370, the Bajoran government appoints Li Nalas, a hero of the resistance, to the post of Bajoran liaison officer to DEEP SPACE NINE. To Kira's dismay, she is recalled to Bajor.

★ Friends

By the time Bajor is preparing to sign the agreement to become a full member of the United Federation of Planets, Kira has put her prejudices behind her. She is as pleased about the acceptance as any of the Starfleet crew.



FILE 51 FERENGI PERSONNEL



Quark and Ferengi Tradition

Quark does his best to be a good Ferengi, but an unconventional mother and too long spent around humans who are wont to put sentiment before profit means that following the **Rules of Acquisition** to the letter is never easy.

Qo a casual observer, **Quark** appears to be the perfect **Ferengi** when it comes to traditional values. But perhaps due to the influence of his unconventional mother and the non-Ferengi company he keeps, he sometimes breaks through the beliefs of his people and goes where few Ferengi have gone before to defy, or at least ignore, tradition.

At the very heart of Ferengi tradition is the importance of making, and keeping, profit. A traditional Ferengi strives above all else to live as profitable an existence as possible, and in most cases Quark is no exception.

Setting up business

After working for eight years on an undistinguished Ferengi trader ship, Quark leaves the spaceways and uses the **latinum** he has saved up to buy a bar on the **Cardassian** space station **Terok Nor**. When the Cardassians leave and the station is transferred into the joint administration of **Starfleet** and the

Bajorans, Quark continues to run the bar. As long as the customers pay, their race or species doesn't matter to a good Ferengi, only their money.

Shady deals

Quark's business dealings aboard *Terok Nor*, and later *Deep Space Nine*, often bring him into conflict with **Odo**, the station's chief of security. In a Ferengi's mind, the profit to be made from any deal is more important than whether or not it is legal, meaning that Quark often has a hand in any shady dealings going on aboard the station. And even if he is not directly involved, he usually knows something about them.

But even before *Terok Nor* becomes *Deep Space Nine*, Quark shows signs of charity that would horrify a truly traditional Ferengi. He defies the Cardassians and illegally sells food to hungry Bajorans at only just above cost price. He is making a profit, but not as high a one as he could, letting his sympathy for the downtrodden Bajorans get

PROFILE ON QUARK

NAME: Quark**LIFE FORM:** Ferengi male**FERENGI TRADITION:** Female subordination

QUARK'S ACTIONS: Quark's upbringing by an unconventional mother has meant he is less sexist than most Ferengi.

FERENGI TRADITION: Profit comes first

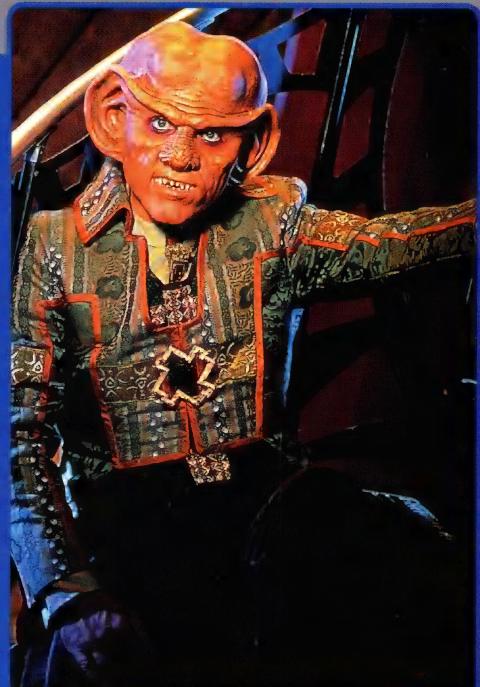
QUARK'S ACTIONS: Quark sells food to starving Bajorans at only a small profit.

FERENGI TRADITION: The Rules of Acquisition

QUARK'S ACTIONS: Quark always does his best to follow the Rules to the letter; he is horrified when the Grand Nagus proposes a more charitable version.

FERENGI TRADITION: Poor rights for workers

QUARK'S ACTIONS: Quark does his best to keep his employees underpaid and overworked, but he does secretly give in to striking barworkers.



▲ **Quark never deviates far from the behavior expected of a good Ferengi male. His workers have few rights, and he will get involved in almost anything if he thinks he is likely to make a profit from it, but he does sometimes let his feelings get in the way of latinum.**

in the way of a good business opportunity.

For the most part, however, **Quark's bar** is a traditional Ferengi enterprise. The employees are overworked and

underpaid, with no sick leave nor vacation time allowed. Quark does his best to exploit his workers, including his brother **Rom**, in a fashion that would make a true Ferengi proud;

he even expects female workers to provide him with sexual favors as part of their contract.

However, when his employees threaten to form a union, Quark comes

UNCONVENTIONAL FAMILY



★ The lobes for business

Quark is horrified but impressed at **Ishka's** business dealings; she has acquired profit in violation of Ferengi laws. Quark should stop her completely, but he keeps many of her dealings secret.

★ Brother's choice

Quark is disappointed that his brother **Rom** chooses a career as an engineer – mainly because it would be more profitable to have Rom working for him.



★ Starfleet

Quark's nephew is even less traditional. He joins Starfleet, which has no financial reward.

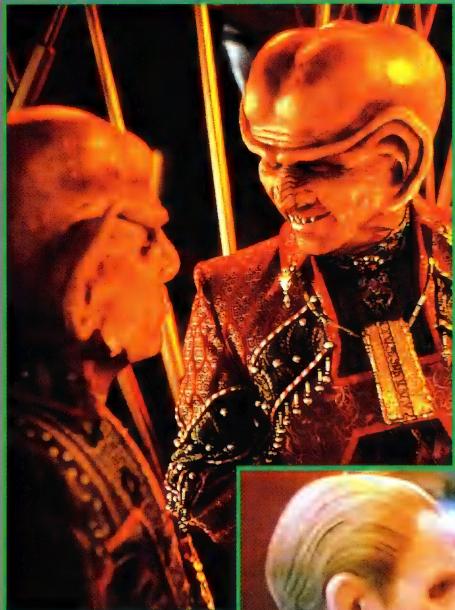


★ Mother's love

Quark's mother's behavior is certainly untraditional and is often actually illegal.



Quark and Ferengi Tradition



Head to head
Brunt hopes that one day Quark will step far enough out of line that he can be brought down by the FCA.

to the notice of the **Ferengi Commerce Authority** as someone who might be harboring "untraditional tendencies." If the FCA realized that while seeming to squash the union Quark secretly gives in to their demands to the extent of giving them a raise, they could and probably would strip him of his Ferengi business license. To a truly traditional Ferengi, keeping

one's employees happy comes a poor second to profit.

Later, when Quark is diagnosed with the fatal **Dorek syndrome** but then discovers the mistake, he breaks a contract to sell his remains on the **Ferengi Futures Exchange** and is stripped of his license to do business. It seems he is on the brink of ruin, but, to his amazement, his friends give

No charity
Quark believes in the **Rules of Acquisition**, and is horrified when the **Grand Nagus** revises them. Luckily, they are restored.

Adversaries
Ferengi are always out to make a profit; whether the deal is legal is of secondary consideration. This often brings Quark into conflict with the station's security chief, Odo.

him the supplies necessary to reopen the bar and he later gets his license back. The incident is a dark spot in his career as a traditional Ferengi, but it shows him that friendship can sometimes be as valuable as latinum.

Rules rewritten

The **Rules of Acquisition** are central to the life of any traditional Ferengi, and Quark tries never to deviate too far. When the **Grand Nagus** proposes rewriting them in a more charitable form, Quark is horrified, as Ferengi everywhere will be. His suspicion that the Grand Nagus must be ill enables him to reverse the influence of the **Bajoran Prophets** that has led to the Nagus's new benign persona; Quark knows that someone as important as the Grand Nagus

"Your father might have bought you your first copy of the **Rules of Acquisition**, but who helped you memorize them?" — Ishka to Quark

would never make such fundamental changes to something so central to Ferengi tradition.

Nevertheless, Quark's exposure to humans may have changed his values more than even he likes to admit, as several incidents reveal. Quark pays his mother a stipend, as is traditional. But he sends home more strips of latinum than is required; this is not traditional. His association with people who have been taught value systems other than "never let family get in the way of opportunity" means that providing the minimum amount of latinum is no longer sufficient.

Family before profit

Quark considers his family's wishes far more often than tradition requires. He is extremely upset at the marriage ceremony of his younger brother, Rom; on **Ferenginar**, the Ferengi marriage ceremony is very male oriented, consisting of latinum dances, bridal auctions, and a totally submissive, non-speaking bride. But Rom decides to marry his Bajoran sweetheart, **Leeta**, in a far less sexist Bajoran traditional ceremony. In spite of this blasphemy against Ferengi tradition, Quark agrees to be best man. He voices his objections, but he does not let them get in the way of his relationship with his brother.

Perhaps Quark's most important decision, however, is to free Rom from incarceration and to help him and his friends in their efforts to return *Terok Nor* to the Federation following its occupation by the **Dominion** in 2374. The Cardassians on the station are paying customers; their patronage should be all that matters to Quark, but once again he lets friendship, and a human idea of the right thing to do get in the way of profit. While Quark clings to the premise that he is a Ferengi who is faithful to Ferengi tradition, he can be almost "hew-mon" at times.

EMPLOYEES' RIGHTS

On strike

No matter how hard Quark strives to follow Ferengi traditions, he has to acknowledge that when he is running a bar off Ferenginar, on a station administered by another race, he will sometimes have to compromise. Commander Sisko forces Quark to remove clauses forcing female workers to put up with sexual harassment as soon as he learns about them, and the workers later demand other rights that would be seen as fundamental to any Federation business. All other workers on *Deep Space Nine* are allowed time off sick and for holidays, so when Quark's staff demand the same he has little choice but to agree to their demands. However, by getting them to pretend that he has not given them a raise, he is able to keep the FCA happy as well as his workers.

Disgruntled workers

Many of the workers in Quark's bar are not Ferengi, and feel their working conditions are unfair. They believe they should be afforded the same rights as those working in non-Ferengi businesses aboard the station.



Recorder Marker: S.S. Valiant

Since the dawn of terrestrial aviation, flight recorders of various incarnations have been used to learn from pilot error, structural failures, or bad conditions than can cause cataclysmic loss of life and vessel. Modern space flight carries on this very practical tradition.

In Earth it came to be known as a 'little black box'; a tough, survival-minded pod tucked away aboard heavier-than-air atmospheric vessels, known then as airplanes. Designed to collect all flight telemetry and even visual records, the flight recorder might yield clues in the event of a catastrophe so that a cause could be determined, the fault found, and mistakes corrected for the future.

The earliest spacefaring vessels carried the concept forward, from Earth's first orbital shuttles, such as the ill-fated *Challenger*, to pioneering warp-driven vessels such as the *S.S. Valiant*.

Fate revealed

Launched only two years after Earth's warp drive era was ushered in by **Zefram Cochrane** in 2063, the *Valiant*'s fate might have remained a mystery forever if its hardy flight recorder, called a **recorder marker**, had not survived until its discovery two centuries later.

Designed as a squat, three-legged cylindrical housing about one meter in diameter, the old-style recorder marker of this era was furnished with a casing and lining built of metallic alloys that

could withstand normal cosmic debris and radiation as severe as that found within the energy barrier at the edge of the Milky Way; the marker could be easily ejected from its stowage site in case of trouble. Its ship's identity was stenciled in white letters around the outer edge of its top 'lid.'

Records could be stored in the form of tapes and more permanent databanks, and both could be retrieved by remote downlink. A cloudy, colorless dome atop the lid served as an interlink beacon, blinking in a greenish hue about once per second to signal a data retrieval in process.

When the *S.S. Valiant* is finally discovered in 2265 near the **galactic barrier**, its recorder marker is found pitted and scarred, but relatively intact. Its tapes are burned out, but its databanks survive to reveal the mystery of the ship's loss: the *Valiant*'s captain gave the self-destruct order after one crew member assumed dangerously godlike powers from the effects of having passed through the barrier.

Clues provided by the sparse records, including a connection with the affected crew member showing high-ESPER abilities, helps **Captain James T. Kirk** of the *U.S.S. Enterprise NCC-1701*



The flight recorder of the *S.S. VALIANT* sits on the transporter pad of the *U.S.S. ENTERPRISE* following its recovery 200 years after it was ejected. It is pitted and scarred, but relatively intact.

to avoid a similar fate, after his ship too crosses the barrier. In this case, the data downlink is accessed directly by the main bridge science station, relayed directly via the transporter room console where the recorder marker is initially brought aboard.

Development of technology

Although built to survive, recorder markers carry no heavy weapons shielding and can be easily dispatched if fired upon directly. Such an event occurs during the first contact between the **UFP** and the **First Federation** in 2265.

With the advent of increasingly sophisticated internal security scanners, the units, called flight recorders by the 2280s, come to include complete visual records, automatically stored and tagged by a **Stardate** and time index code.

Vessels as small as **Starfleet** flight training craft still carry flight recorders as well. Telemetry from external scans is included, as well as ongoing data records from onboard systems as diverse as power flow lines, landing strut fluidic pressure, and coolant interlock status.

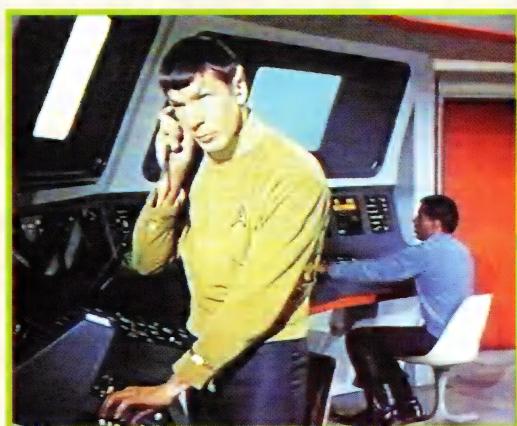
Despite the best of intentions, however, flight recorder data even today does not always survive a vessel's loss. For instance, only one of five recorders aboard trainer craft involved in the 2368 collision of **Starfleet Academy's Nova Squadron** survives the mishap, and only about a third of its data is recoverable.

Flight recorders are also used by non-Federation cultures. The **Klingon Defense Force** is known to use devices containing a **subspace transponder** to attract attention.



The purpose of all types of flight recorder, such as this one from the *S.S. VALIANT*, is to contain enough vital information on the demise of its ship to help prevent any further mishaps. But due to the vastness of space, not all recorders are recovered; the *VALIANT*'s recorder marker is not retrieved until 200 years after the ship is lost.

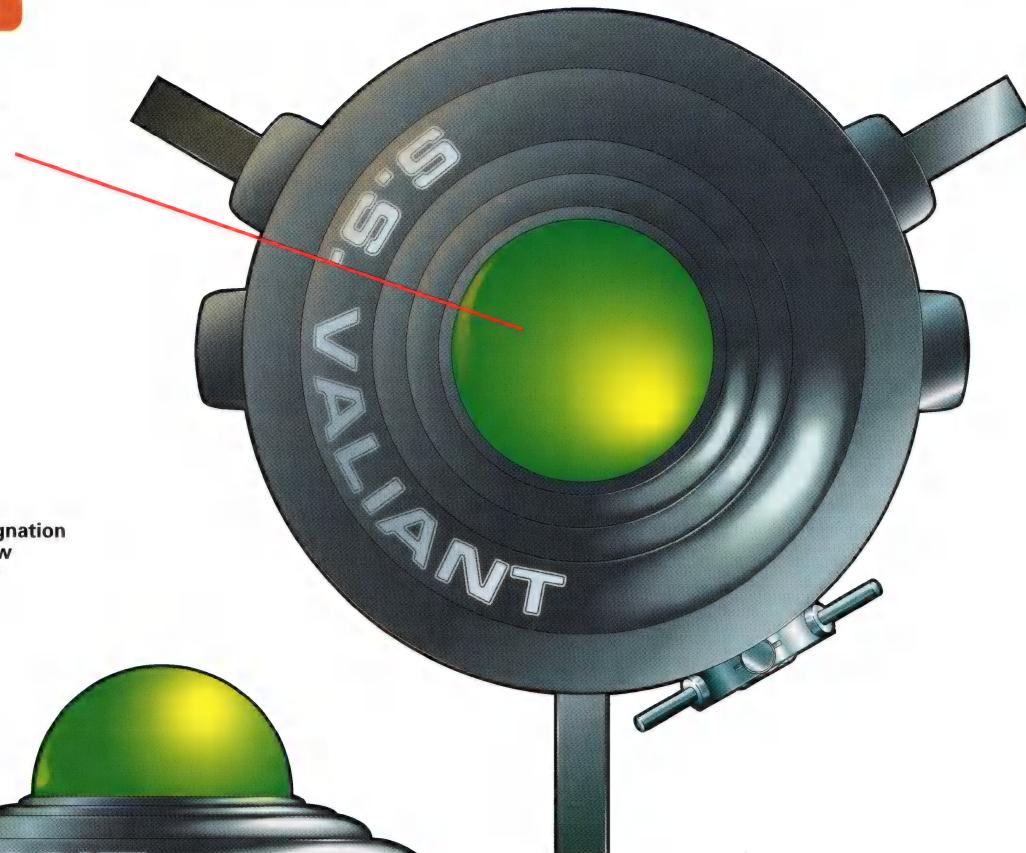
Mr. Spock accesses the audio data from the *S.S. VALIANT*'s flight recorder. He learns that the ship passed through the galactic barrier and, soon after, the captain of the ship gave the order to self destruct. One of his crew members had gained dangerous godlike powers.



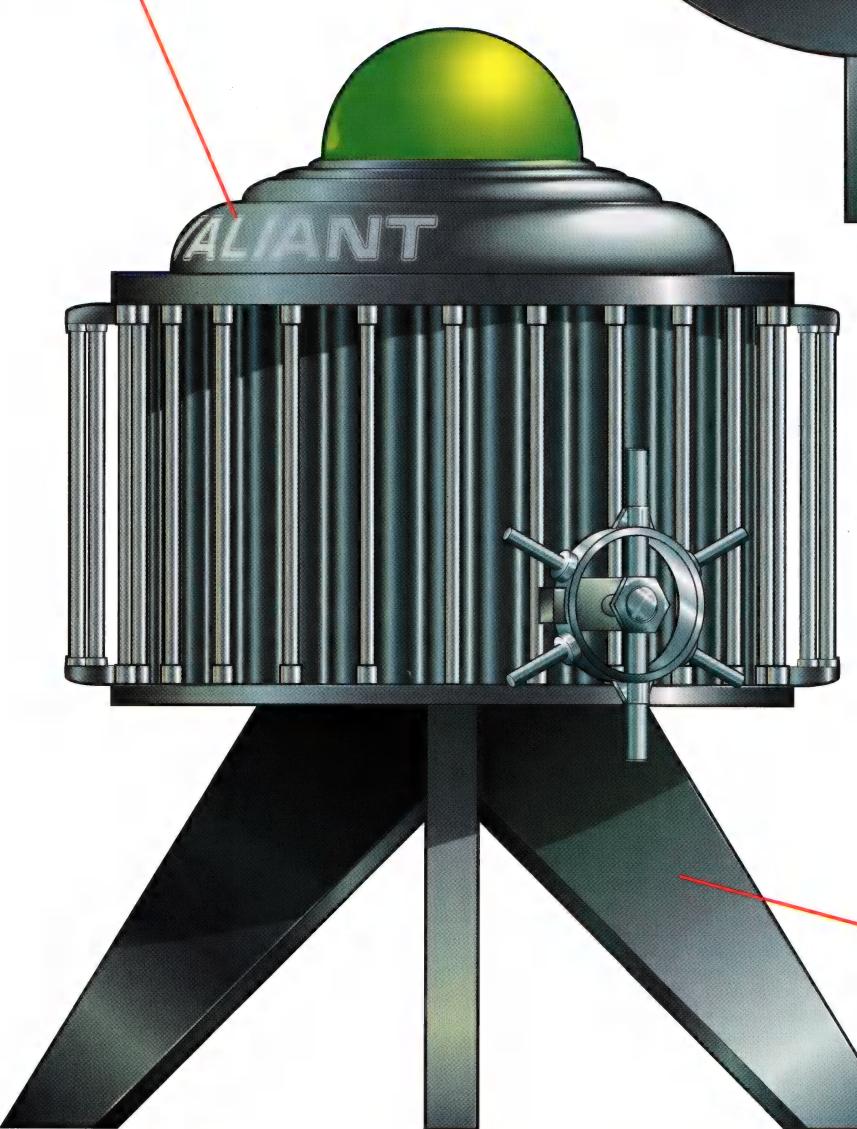
Recorder Marker: S.S. Valiant

DORSAL VIEW

The operational beacon light on the top of the recorder marker can flash to attract attention or to indicate when information is being downloaded.



The recorder marker's ship designation is printed in large letters to allow quick identification for whoever retrieves the object from space.



Flight recorder Early space vessel flight recorders were called recorder markers. They contained information recorded over the lifespan of the ship, concentrating on a ship's final moments. Because of the likelihood of floating in space for long periods, the recorders are built to withstand great shocks and temperatures of absolute zero.

SIDE VIEW

The tripod base allows the recorder marker to stand on almost any surface. The legs provide a sturdy footing to help keep the recorder in place should it come to rest on a planet surface.



'The Pegasus'

Commander William Riker is forced to revisit some troubling memories when he is reunited with his former commanding officer, Erik Pressman, on a search for their old ship, the *U.S.S. Pegasus* — a vessel that holds a disturbing secret.

Captain Picard receives a Priority One message: the *U.S.S. Enterprise NCC-1701-D* must postpone its current mission and rendezvous with the *U.S.S. Crazy Horse*.

The *Enterprise* quickly catches up with the *Crazy Horse*, and **Commander Riker** is surprised when **Admiral Erik Pressman** beams aboard; the admiral was his first commanding officer, when he served as helmsman on the ill-fated *U.S.S. Pegasus*.

The *Pegasus* is the reason for this reunion. Twelve years ago, the ship was in **Sector 1607** when it suffered a warp core breach. Only Pressman, Riker, and seven others made it into an escape pod. The explosion seemed to vaporize the ship; no wreckage was ever found.

Three days earlier, an intelligence operative placed in the **Romulan High Command** sent **Starfleet** a message: a **Romulan Warbird** had located a piece of debris in the **Devolin system** which had been positively identified as being from the *Pegasus*. Picard's orders are to find the *Pegasus* first and salvage it if possible, but destroy it if necessary. Pressman will accompany them on the mission, and will be in overall command.

Romulans on the trail

As the *Enterprise* enters the Devolin system, the **Romulan Warbird** *Terix* decloaks close by. **Sirol**, the vessel's commander, claims the *Terix* is conducting a survey of gaseous anomalies. Picard responds that the *Enterprise* is similarly engaged. After further diplomatic niceties, the *Warbird* departs, resuming its tachyon scanning. **Data** immediately initiates the *Enterprise*'s own sensor sweep.

Pressman confides in Riker that he hopes to retrieve secret experimental technology from the *Pegasus*. **Admiral Ranar**, Chief of Starfleet Security, has given Pressman her full support, and has prepared written orders which are not to be revealed to Picard. Riker is clearly troubled by this need for secrecy.

Geordi detects the signature of a **Federation** warp core emanating from a nearby asteroid. The asteroid contains several deep chasms; the *Pegasus* may have drifted into its gravitational pull and been dragged inside. **Worf** tells Picard that the

ON SCREEN...



1 The *U.S.S. ENTERPRISE* is busy studying the Merkoria Quasar when Admiral Margaret Blackwell presents Picard with urgent new orders to proceed to Sector 1607.



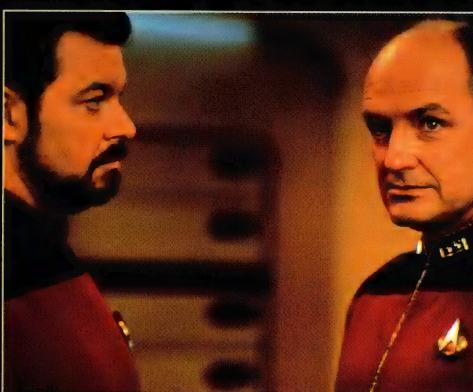
2 Admiral Erik Pressman, who was Riker's captain on the *U.S.S. PEGASUS*, beams aboard the *U.S.S. ENTERPRISE*. He is to be in command of the ship's new mission.



3 A ROMULAN WARBIRD commander claims he is on a routine scanning mission, but the *ENTERPRISE* crew are sure that he is looking for the *PEGASUS*.



4 Riker and Pressman have an uneasy meeting in Ten-Forward. Riker asks his former captain if he thinks the 'experiment' will be found on the *U.S.S. PEGASUS*.



5 Riker is unhappy that Pressman intends to keep details of the mission from Captain Picard. The *ENTERPRISE* captain knows nothing about the cloaking device.



6 Geordi picks up readings suggesting a Federation warp core, and theorizes that the *PEGASUS* may have been dragged inside a nearby asteroid.

'THE PEGASUS'
"As you know, the **STARSHIP PEGASUS** was lost in this sector some 12 years ago, along with most of her crew. I was her captain, and Commander Riker here was my helmsman."

— Admiral Pressman





'The Pegasus'

Terix has altered its course and is now heading toward the *Enterprise*'s position.

Riker recommends destroying the asteroid in order to prevent the Romulans from salvaging the *Pegasus*. Instead, at Picard's suggestion, Data uses ionizing radiation to mask the warp signature. The *Terix* scans the asteroid, finds nothing of interest, and moves away. Continuing the deception, the *Enterprise* resumes its scan of the Devolin system, then returns to the asteroid.

Later, Picard tells Riker he has learned that members of the *Pegasus* crew mutinied against Captain Pressman. Riker gives his captain a more detailed account; the senior officers thought Pressman's experiments were jeopardizing the ship. Riker, just seven months out of **Starfleet Academy**, believed he should be loyal to the captain.

The next morning, Pressman orders the *Enterprise* to be taken into the asteroid, despite Picard's objections. The *Pegasus* is found, intact, two kilometers below the surface; Riker and Pressman beam onto it.

Secrets revealed

Pressman locates the sensitive experiment he abandoned: a **cloaking device** that can also change the structure of matter. Riker confesses that after 12 years he feels the *Pegasus* crew were right to rise against Pressman; the mutineers were trying to protect the ship, and stop Pressman from violating the **Treaty of Algeron**. Pressman expresses his feeling that the treaty has "bound our hands for 60 years."

Pressman and Riker beam back to the *Enterprise*. The *Terix* has returned and sealed the chasm entrance with disruptor beams. Pressman tries to take command of the *Enterprise*, but finds no crew members willing to mutiny against their captain.

Sirol offers to transport Picard and his crew onto the *Terix*, so they can enjoy a "short stay" on **Romulus**. Well aware this would give the Romulans control of both the *Pegasus* and the *Enterprise*, Picard declines the invitation. Instead, Data and Geordi set about adapting Pressman's cloaking device to the *Enterprise*'s systems. When it was activated 12 years earlier, the device blew out the *Pegasus*' plasma relays; the plasma ignited in space, making it look as if the ship had exploded. Precautions are taken to ensure this doesn't happen again.

The cloaking device is activated, allowing the *Enterprise* to dematerialize, pass out of the asteroid, and decloak alongside the *Terix*. Picard informs Sirol that he will shortly be contacting his government about this

incident, and then charges Pressman with violating the Treaty of Algeron; Riker insists he should also be arrested. Both men are escorted off the bridge by Worf.

Picard visits Riker in his cell; a full enquiry will begin once the *Enterprise* reaches **Starbase 247**. It will probably lead to a

court-martial for Pressman and several others in Starfleet Intelligence. Although Picard fears the investigation may lose Riker some respect within Starfleet, he also makes it clear he believes Will at all times stood up for what he believed in. Picard will be proud to retain him as his first officer.

ON SCREEN...



7 Picard has obtained a Judge Advocate General's report from Stardate 36764; there was a mutiny aboard the PEGASUS shortly before the ship exploded.



8 The remains of the U.S.S. PEGASUS are found fused inside the asteroid. Riker and Pressman beam back onto their old ship alone.



9 The PEGASUS's secret - and illegal - experimental cloaking device is still intact inside the ship. It appears to be in working order.



10 Geordi and Data link the cloaking device into the U.S.S. ENTERPRISE's systems. This will enable the ship to pass out of the asteroid undetected.



11 A full report will have to be made on what has happened, including the truth behind the events of 12 years ago. Pressman and Riker are arrested.



12 Picard informs Riker that, although his involvement in the incident will not look good, he knows the commander has always done what he thought was right.

STARSHIP FACTS

Picard judges the children's exhibits for 'Captain Picard' day. The prize is awarded to seven-year-old Paul Menegay who produced an "orange, lumpy" sculpture of Picard's head.

When Riker was serving aboard the U.S.S. *Pegasus*, he was nicknamed 'Ensign Babyface' by Lt. Boylen.



FILE 70 STAR TREK: DEEP SPACE NINE

'Improbable Cause'

An investigation into an apparent attempt to murder Garak leads security chief Odo to uncover a complex plot against the Dominion, involving the Romulan Tal Shiar and the Cardassian Obsidian Order.

As Dr. Julian Bashir makes his way back to the infirmary after lunching with **Garak**, an explosion suddenly rocks the Promenade; Bashir hurries back to discover Garak's shop is at the center of the blast. Luckily, the **Cardassian** tailor has escaped with only minor injuries.

Sisko, **Odo**, and **O'Brien** inspect the shop and find that the explosion was caused by a ruptured power conduit. Odo finds it suspicious that the conduit just 'happened' to overload; it stands to reason that a man like Garak has made more than a few enemies. O'Brien detects traces of the rare, highly unstable substance **nitrilin** that could be the residue of a microexplosive device.

The ever-secretive Garak claims to have no idea why anyone would want to kill him, but Odo forces him to look over passenger manifests of recent ships visiting **Deep Space Nine**, to see if he recognizes anyone.

O'Brien finds traces of living tissue on a bulkhead near the shop; it appears to be the remains of a pheromonic sensor. These instruments, triggered when a person of a particular species gets within range, are known to be favored by **Flaxian** assassins. It just so happens a Flaxian came aboard the station that morning.

Investigation yields results

Odo interrogates the recently arrived **Retaya**, a Flaxian fragrance merchant once suspected of murder. Among Retaya's samples are three scents which, if combined, could cause a heart attack, but the Flaxian doesn't crack. He insists he has been in **Quark's bar** since landing on the station.

O'Brien hides a **transponder** on Retaya's ship, enabling Odo to track the vessel. When the Flaxian departs, Odo heads for the **Runabout Rio Grande**; Garak is also on board, ready to join the investigation. Retaya travels toward **Cardassia**, but when he goes to warp, his ship suddenly explodes.

Just before the explosion an interference pattern disrupted the transponder signal. It was almost certainly caused by a forced neutrino inversion; the **Romulans** use neutrino inverters in their explosive devices. Odo speculates that the Romulans may have hired Retaya to kill Garak. When he failed to do so, they disposed of their assassin.

When Sisko contacts the Romulans on this

'IMPROBABLE CAUSE'

"What do we know about Garak? He was exiled from Cardassia, for what reason we're not sure. He never leaves the station. He avoids contact with other Cardassians, and it's possible he was once an intelligence agent of the Obsidian Order."

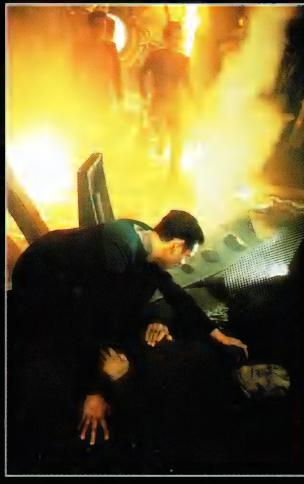
— Commander Sisko

ON SCREEN...



1 Dr. Bashir and Garak are enjoying a philosophical lunch, discussing the relative merits of their cultures' literature and morality tales.

2 As Bashir makes his way back to the infirmary, the Promenade is rocked by an explosion. Garak's shop appears to have suffered the brunt of the damage, and the Cardassian tailor is caught in the explosion. The doctor and security personnel are soon on the scene.



3 Garak has suffered only slight injuries and is not badly hurt. He is reluctant to admit that anyone might want to kill him, but Odo suspects otherwise.



4 Chief O'Brien finds evidence of foul play at Garak's shop. There are traces of an explosive device most often used by Flaxians; a member of that race is aboard the station.



5 Odo's investigations lead him to Retaya, a Flaxian trader whose seemingly innocent 'perfumes' can be combined together to form deadly poisons.



6 Retaya departs the station and heads off toward Cardassia, but once his ship engages its warp engines, it is destroyed in an explosion.



'Improbable Cause'

matter, they admit they were behind the destruction of the Flaxian ship. Retaya was apparently wanted for crimes against the Romulan Empire; the **Tal Shiar** had been searching for him for nearly a year.

Garak's refusal to cooperate stalls Odo's investigation, but a 'resource' he has in the Cardassian government tells him that the attempt on Garak's life is a very small part of a much larger puzzle. The Cardassians have noted unusual Romulan activity in recent weeks; heavy troop movements, frantic comm activity, cloaked **Romulan Warbirds** near the Cardassian border. It points to an invasion; the Cardassians are ready for war.

Garak is not the only ex-member of the **Obsidian Order** to have had a recent brush with death. Over the last few days, three operatives died from 'natural causes', two perished in 'accidents'. Only Garak survived.

Odo returns to the station with a new theory that Garak blew up his shop himself. Odo is convinced that Retaya wasn't responsible for the blast; assassins don't like varying their methods, and Retaya had plainly planned to poison Garak. Odo suspects that Garak spotted the Flaxian in Quark's, then planted the device, knowing that Odo's inquiries would lead to Retaya.

Secret plans revealed

When Garak is presented with a list of the recently deceased Cardassians he admits, for the first time, his involvement with the Obsidian Order. Garak and the other five were the most trusted advisors of **Enabran Tain**, the former head of the Order who retired three years ago. Worried about his mentor's safety, Garak contacts **Mila**, Tain's longtime housekeeper and confidant. Mila, who is clearly fond of Garak, tells him Tain left yesterday for an unknown destination.

Odo and Garak head for **Unefra III**, where Tain keeps a safehouse. Along the way, Garak admits that, even though Tain was directly responsible for his exile from Cardassia, he feels indebted to his old friend.

Near the Unefra system, a *Romulan Warbird* decloaks and locks a tractor beam onto Odo and Garak's *Runabout*. Two armed Romulans beam over and take them onto the *Warbird*, where both men are shocked to be met by Enabran Tain.

Tain is leading a fleet of Romulan and Cardassian ships that will soon pass through the wormhole into the **Gamma Quadrant**, where they will initiate an unexpected strike designed to wipe out the **Dominion**. **Founders**. This joint operation between the Tal Shiar and the Obsidian Order has not been sanctioned by Cardassian Central Command; Tain knows the location of the Founders' homeworld from information Starfleet shared with the Cardassians.

Tain also confesses that he used the Tal

Shiar to eliminate his old associates. Once this mission is over, he plans to become the Order's leader again, and did not want any opposition to his return. Tain berates the Romulans for their sloppiness, but congratulates Garak on the devious way he escaped Retaya's threat. Tain even accepts

that Garak came to the Unefra system with the intention of saving his life. Odo will have to stay on the *Warbird*; Garak is free to go. However, Tain also offers Garak the chance to rejoin him once more, an offer Garak unhesitatingly takes up. His exile from his homeworld appears to have ended.

ON SCREEN...



7 To Sisko's surprise, the Romulans admit that they are behind the destruction of Retaya's ship. They have been chasing him for a year.



8 Odo presents Garak with a list of five other Cardassians who have died in the past few days. Garak at last admits that someone might be after him.



9 Odo and Garak head for Unefra III, looking for Enabran Tain. Before they reach their destination, they are apprehended by a ROMULAN WARBIRD; it locks a tractor beam onto their ship.



10 Two armed Romulans beam onto Odo and Garak's RUNABOUT and take them prisoner. They are then beamed onto the ROMULAN WARBIRD, where they are in for a surprise.



11 The two men are shocked to meet Enabran Tain on the ROMULAN WARBIRD. Tain is working with the Tal Shiar to launch a direct attack on the Founders. Afterward, he intends to head the Obsidian Order once again, and he wants to eliminate possible opponents.



12 Tain congratulates Garak on his ingenuity and offers his former colleague a choice of freedom or the chance to join him on this daring mission. After years of exile from his people, Garak jumps at the chance to work with his mentor again.

STARSHIP FACTS

Garak believes that the moral of the Earth fable 'The Boy Who Cried Wolf' is that one should never tell the same lie twice.



G

G'now juk Hol pajhard

This **Klingon** law visits the honors and shames of the father upon his offspring. Under it, **Worf** suffers discommendation for his father's supposed participation in the attack on the **Khitomer** colony. (Starship Log: 'Redemption', Part I [TNG])

SEE FILES 11, 43, 48, 69

G'Trok

Klingon poet. "So honor the valiant who die 'neath your sword/But pity the warrior who slays all his foes" is a famous excerpt from his opus **The Fall of Kang**. (Starship Log: 'Second Sight' [DS9]) **SEE FILES 11, 48, 70**

G-type system

In 2372, **Tuvok** detected a G-type star system with two **Vidian**-inhabited planets in **U.S.S. Voyager**'s path. (Starship Log: 'Deadlock' [VOY]) **SEE FILES 3, 71**

Ga'nah Province

A state within the **Takarian** realm. **Kafar** was in charge of collections here, and when profits lagged in 2373, the Sages **Kol** and **Arridor** were angry with him. (Starship Log: 'False Profits' [VOY]) **SEE FILES 18, 51, 71**

gabarosti stew

A food that **Neelix** prepared for dinner aboard **U.S.S. Voyager**, and also served for lunch the following day. It can be eaten with or without a very piquant pepper sauce. (Starship Log: 'Elogium' [VOY]) **SEE FILES 29, 43, 71**

Gable, Clark

Film actor of 20th-century Earth culture; he was one of **Edith Keeler**'s favorite stars. **B'Elanna Torres** mistakenly believed he appeared in the movie 'To Catch A Thief.' (Starship Log: 'The City on the Edge of Forever' [TOS]; 'Year of Hell' [VOY]) **SEE FILES 44, 68, 71**

Gabriel

A 10-year-old boy in the **Gaia** settlement, who was much impressed by meeting the legendary **Worf**. Gabriel dreamed of being a **Klingon** himself someday. (Starship Log: 'Children of Time' [DS9]) **SEE FILES 18, 70**

Gabrielle

The name of a **holodeck** projection of a beautiful young French woman who patronized the **Café Des Artistes** in Paris. (Starship Log: 'We'll Always Have Paris' [TNG]) **SEE FILES 25, 69**



The galactic barrier at the edge of the Milky Way is visited by the U.S.S. ENTERPRISE in 2265.



Despite the caution exercised by Lt. Gaetano and his colleague, he fell victim to the native creatures of Taurus II.

Gaetano, Lieutenant

This **Starfleet** officer was killed in 2267 by the inhabitants of **Taurus II** after the **U.S.S. Enterprise**'s **Shuttlecraft Galileo** crash landed on the planet surface. (Starship Log: 'The Galileo Seven' [TOS]) **SEE FILES 20, 68**

Gagarin IV

Planetary location of a **Federation** facility, the **Darwin Genetic Research Station**. In 2365, the station produced children with enhanced immune systems that caused rapid aging in humanoids around them. (Starship Log: 'Unnatural Selection' [TNG]) **SEE FILES 7, 69**

Gage, U.S.S.

Apollo-class starship, registry number **NCC-11672**. It was one of many **Federation** ships destroyed during the **Battle of Wolf 359**. (Starship Log: 'Emissary' [DS9]) **SEE FILES 31, 70**

gagh

Worm-like creature with octopod suckers. Gagh, considered a delicacy by **Klingons**, is usually eaten live. Individuals of other cultures have various levels of appreciation for it. (Starship Log: 'A Matter of Honor' [TNG]; 'Life Support' [DS9]) **SEE FILES 11, 69, 70**

Gaia

A parallel-dimension settlement, founded by the crew of the **U.S.S. Defiant**, after the ship crashed following a trip through an energy barrier. **Worf**, **Sisko** and others met their 'descendants' here. (Starship Log: 'Children of Time' [DS9]) **SEE FILES 5, 18, 70**

Gaila

A successful cousin of **Quark**'s. Gaila, who had his own moon, made a fortune selling weapons of mass destruction to various military powers, but he gained many enemies along the way. (Starship Log: 'Little Green Men' [DS9]) **SEE FILES 51, 70**

Gal Gath'thong

Romulan tourist destination of natural beauty, known for its spectacular firefalls. (Starship Log: 'The Defector' [TNG]) **SEE FILES 12, 69**

galactic barrier

This energy wall surrounding the Milky Way Galaxy causes anyone with a high **ESP** rating to have their mental powers tremendously magnified. It was discovered by the **S.S. Valiant**. (Starship Log: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 5, 31, 63, 68**

G'now juk Hol pajhard

G'Trok
G-type system
Ga'nah Province
gabarosti stew
Gable, Clark
Gabriel
Gabrielle
Gaetano, Lieutenant
Gagarin IV
Gage, U.S.S.
gagh
Gaia
Gaila
Gal Gath'thong
galactic barrier
Galactic Cluster III
Galador II
Galador freighter
'Galaxy' (1)
'Galaxy' (2)
Galaxy NX-70637, U.S.S.
Galaxy M33
Galaxy Report, the
Galaxy-class Starship
Development Project
Galaxy-class starships
galeor
Galonterre
Galek Sar
Galen, Claudius
Galen (Picard)
Galen, Professor Richard
Galen border conflicts
Galen IV
Galeo-Manada
galicite



The Federation's Darwin Genetic Research Facility on Gagarin IV conducts cutting-edge research.



Gagh - live worms - is a Klingon delicacy, but many other cultures find it less palatable.



Galactic Cluster

According to **Seven of Nine**, this is a transmaterial energy plane intersecting 22 billion omnicordial life forms. It is also home to **Species 259**, who were assimilated by the **Borg**. (*Starship Log: 'The Gift' [VOY]*) **SEE FILES 3, 71**

Galador II

The home port of **Galador freighters** such as the one that was being used by the **Maquis**. (*Starship Log: 'The Maquis', Part I [DS9]*) **SEE FILES 18, 40, 70**

Galador freighter

At least one of these supposedly innocent commercial ships plying the trade routes between **Galador II** and **Farius Prime** was in reality a **Maquis** fighting vessel. (*Starship Log: 'The Maquis', Part I [DS9]*) **SEE FILES 18, 40, 70**

'Galaxy' [1]

Earth magazine of the 1950's, specializing in fantasy tales of flying saucers and men from Mars. It was a competitor to **'Incredible Tales'**, a similar publication on which **Benny Russell** worked. (*Starship Log: 'Far Beyond the Stars' [DS9]*) **SEE FILES 43, 70**

'Galaxy' [2]

The name of a pinball machine at a roadside diner within a manifestation of the **Q Continuum** created specifically for the comprehension level of **Captain Janeway** and **Tuvok**. (*Starship Log: 'Death Wish' [VOY]*) **SEE FILES 17, 71**

Galaxy NX-70637, U.S.S.

The first of the **Galaxy-class** starships, the most sophisticated and powerful **Federation** ships of the late 24th century. (*Starship Log: 'Encounter at Farpoint' [TNG]*) **SEE FILES 25, 31, 69**

Galaxy M33

In 2364, the **Traveler** hurled the **U.S.S. Enterprise NCC-1701-D** across space to this distant object during an experiment with new warp technology. (*Starship Log: 'Where No One Has Gone Before' [TNG]*) **SEE FILES 25, 57, 69**

Galaxy Report, The

A segment of **Neelix**'s 'Good Morning **Voyager**' program, featuring reports on interesting space phenomena and anomalies. (*Starship Log: 'Macrocosm' [VOY]*) **SEE FILES 29, 71**

Galaxy-class Starship Development Project

The project to develop **Galaxy-class** starships. It was located at the **Federation's Utopia Planitia Fleet Yards** on Mars in the mid 24th century. (*Starship Log: 'Booby Trap' [TNG]*) **SEE FILES 25, 31, 69**



At the time of its launch in 2363, the **GALAXY-class** **U.S.S. ENTERPRISE NCC-1701-D** was the most advanced ship in Starfleet. Technology has since moved on even further.

Galaxy-class starships

The most sophisticated and powerful **Federation** ships of the 2360's, named for the first of their kind, the **U.S.S. Galaxy NX-70637**. (*Starship Log: 'Encounter at Farpoint' [TNG]*) **SEE FILES 19, 25, 31, 69**

galcor

An abrasive, cleanser-like substance. When a **Ferengi** child utters a vulgarity – such as "Money isn't everything" – his parents often threaten to wash his mouth out with galcor. (*Starship Log: 'The House of Quark' [DS9]*) **SEE FILES 14, 70**

Galdonterre

One of the planets on which the **Albino** hid from his pursuers. **Kor** suggested the Albino was almost captured at **Galdonterre**. (*Starship Log: 'Blood Oath' [DS9]*) **SEE FILES 48, 70**

Galek Sar

Captain of the **Cleponji**, a **Promellian battle cruiser** that was disabled in a battle with the **Menthars** near **Orelious IX** one thousand years before it was discovered intact in the 24th century. (*Starship Log: 'Booby Trap' [TNG]*) **SEE FILES 6, 18, 40, 69**

Galen [Picard]

A smuggler with knowledge of archeology, working for space pirate **Arctus Baran** in 2370. In reality, a role assumed by **Jean-Luc Picard**. (*Starship Log: 'Gambit', Parts I and II [TNG]*) **SEE FILES 43, 69**

 **Captain Picard posed as 'Galen' in order to hide his true identity after he was kidnapped by a group of archeological mercenaries.**



Galen, Claudio

Renowned physician of second century Earth, who lived c.130-200AD. He wrote some 500 essays on medicine, ethics, and philosophy, and his anatomical studies of the human body dominated medical theory and practice for 1400 years. **U.S.S. Voyager's** EMH briefly considered naming himself **Dr. Galen**, **Dr. Salk**, or **Dr. Spock**. (*Starship Log: 'Ex Post Facto' [VOY]*) **SEE FILES 56, 71**

Galen, Professor Richard

One of the most famous archeologists of the 24th century and a professor who once taught **Jean-Luc Picard**. Research begun by Galen led to the discovery that most humanoid races across the Galaxy were seeded by a single ancient race. (*Starship Log: 'The Chase' [TNG]*) **SEE FILES 6, 44, 69**

Galen border conflicts

A series of battles, fought between the **Federation** and the **Talarians** in the 2350's, over ownership of the **Galen system**. (*Starship Log: 'Suddenly Human' [TNG]*) **SEE FILES 18, 19, 40, 44, 69**

Galen IV

Disputed **Class-M** planet in the **Galen system** that was destroyed by the **Talarians** in 2356. (*Starship Log: 'Suddenly Human' [TNG]*) **SEE FILES 3, 18, 69**

Galeo-Manada

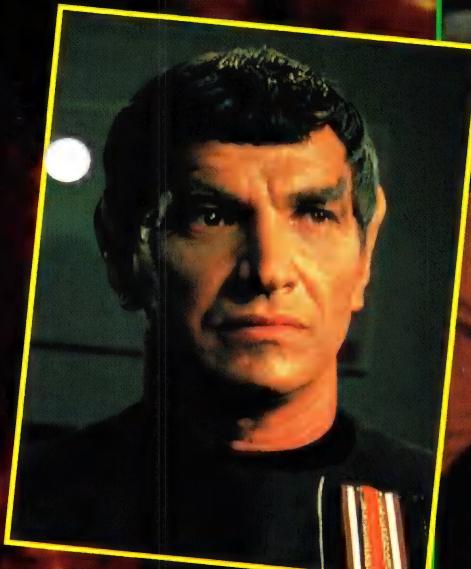
A style of wrestling. **Dax** studied with **Trajok**, and considered it a perfect activity for starting her day, even though it often made her sore. (*Starship Log: 'Playing God' [DS9]*) **SEE FILES 43, 70**

galcite

Useful mineral found, among other places, on a **Class-M** colony planet of the **Nezu** in the **Delta Quadrant**. (*Starship Log: 'Rise' [VOY]*) **SEE FILES 18, 71**

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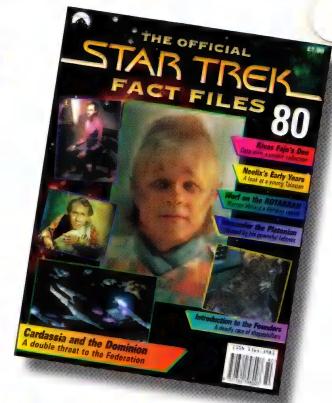
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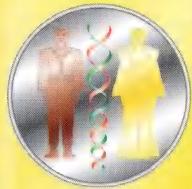
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 87



OTHER GROUPS
AND RACES

THE TAKARIANS

In 2366, the Takarians have a thriving, if somewhat superstitious, culture. But when two Ferengi functionaries, Arridor and Kol, crashland on their primitive planet, they elevate the newcomers to the status of demigods, and allow them to remake Takarian society according to the Ferengi Rules of Acquisition.

Takar is a Class-M planet inhabited by humanoids. It has a pre-industrial civilization and the inhabitants have reached a Bronze Age level of technology. The planet is divided into separate provinces, some of which are many miles apart. It is rich in a variety of minerals and precious metals, such as gold, silver, diamonds, and **latinum**.

Takarian families tend to be large, with five or more children. Families are also extended, with perhaps three or more generations under the same roof. The family

then work together weaving or making pottery or shoes, or on the land.

Takarian architecture is basic and typical of the pre-industrial age. Family homes are constructed of stone and wood and have several rooms. But the Takarians are capable of building on a grander scale; the palatial temple, which dominates the town square, is larger and more ornate than the surrounding buildings.

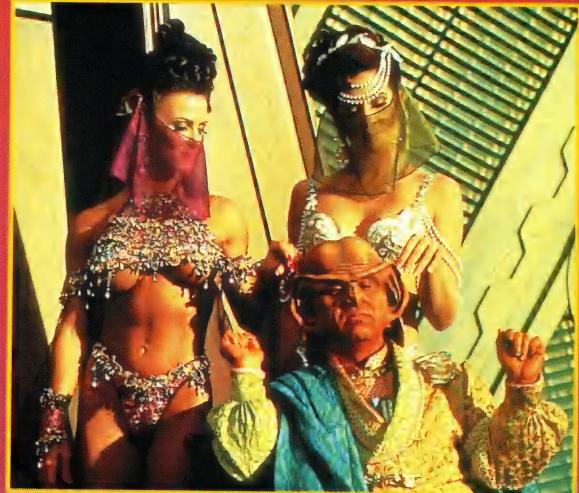
A simple culture

Typically, Takarians dress in brightly colored woven fabrics; men wear loose tunics, trousers, and

waistcoats, and handmade leather shoes that are highly prized. Women wear loose dresses, tied at the waist, or long tunics and trousers.

Takarian life revolves around the town square, which is also used as a general meeting and marketplace where fruit and vegetables are sold along with household goods such as finely crafted pots, vases, bowls, and tools.

Takarians have a historically rich culture dominated by many religious myths; these are related verbally in the form of long, epic poems.



On Takar, Arridor and Kol are revered as the Great Sages referred to in Takarian prophecy. They are free to do whatever they want.

One such poem is the **'The Song of the Sages'**, which for centuries has predicted the arrival of two demigods who will rule benevolently over the people. According to the song, the **Great Sages** will arrive from the sky:

"Then the Sages to the city came, they came upon a burning flame/Just as the seers said they would, they

lifted Takar's blinding hood."

The Takarians are a traditionally superstitious people, and fervently believe that one day the prophecy will be fulfilled.

Mysterious visitors

In 2366, Takarian culture is changed forever when two minor Ferengi functionaries, **Doctor Arridor** and his pilot, **Kol**, crashland on the planet. The two Ferengi had been negotiating for the use of the **Barzan wormhole**, but were stranded in the **Delta Quadrant** when the wormhole's other terminus

CULTURAL CONTAMINATION

Ferengi prophets

Dr. Arridor and Kol are two minor Ferengi diplomats who were assigned to negotiate for use of the Barzan wormhole. Trapped in the Delta Quadrant after traveling through the wormhole, they land in Takar, where the similarities between their arrival and an ancient prophecy gives them an enormous amount of wealth and power.

The Ferengi have established themselves as demigods. They regularly hold court in the town square, giving advice to their 'subjects'.



The two Ferengi manage to completely change Takarian society. They persuade the indigenous population to follow the Ferengi Rules of Acquisition, and to worship them.

The Takarians are skilled craftsmen, and are advanced enough to make ornate jewelry.



Whenever the Takarians visit the Sages' temple, they wear large, decorative ears around their necks. If they fail to do so, they have to pay heavy fines.

OTHER CARDS IN THIS FILE...

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- 18 SIGMA IOTIA II
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- OTHER CHARACTERS AND LIFE FORMS.....File 58
- STAR TREK: VOYAGER.....File 71

GALAXY FACTS

The crew of the *U.S.S. Voyager* find a way of bringing the terminus of the Barzan wormhole back to a location near Takar.

Neelix poses as the Ferengi Grand Proxy to try to persuade Arridor and Kol to return to the Alpha Quadrant, but they see through his disguise.

moves. They are now thousands of light years from home, and there is no one to regulate their behavior.

The Ferengi use their technology, which is well in advance of Takarian capabilities, to take advantage of the local mythology and convince the Takarians that the prophecy has at last been fulfilled and that they are the two Sages spoken of in the epic poem.

The temple becomes home to the two Sages. They are given several serving maidens and a general assistant named **Kafar**.

With encouragement from the two Sages, a new philosophy based on the

THE SAGES DEPART

Hidden involvement

When the crew of the *U.S.S. Voyager* stumble across Arridor and Kol, Captain Janeway is determined to remove the Ferengi from Takar. She considers simply beaming them away, but Arridor convinces her that doing so would have a profound effect on Takarian society. The crew eventually develop a plan where the Ferengis' departure takes place in a way that is consistent with the Song of the Sages.

The Takarians try to set fire to Arridor, Kol, and Neelix. The 'Sages' finally disappear, fulfilling the prophecy, when the crew of the *U.S.S. VOYAGER* beam them up.



Neelix, posing as a Ferengi, assumes the role of the Holy Pilgrim, a figure from the final verses of the Song of the Sages. He tells the Takarians that he has come to take the Sages back to their home in the skies, riding on wings of fire.

The Guide to the STAR TREK Galaxy

FILE 18

CARD 87

OTHER GROUPS AND RACES

OTHER GROUPS AND RACES

THE TAKARIANS

profit making themes laid down in the **Ferengi Rules of Acquisition** is quickly put into place. Rules such as "Greed is eternal" and "Exploitation begins at home" have replaced the old spirit of community. Although there is a local currency, the **frang**, Takarians also operate a barter system where goods and services can be exchanged. Takarians now devote themselves to turning a profit rather than simply concentrating on making enough money for day to day needs. Takar rapidly changes from being a benevolent society to one where everything and everyone has its price; even a recitation of the historical Song of the Sages will cost three frangs.

Taxes and laws

Heavy taxes are quickly introduced, and before long the temple becomes filled with precious metals. Other laws are also put into place. Takarians are encouraged by the two Sages to buy and wear jewelry in the shape of Ferengi ears as a



In contrast to their Sages, the Takarians dress in simple clothing. Before the Ferengi arrived, they had a flourishing and stable culture, but in recent years many of them have suffered as Takar adopts Ferengi business practices.

Arridor and Kol have amassed a vast fortune in gold and jewelry, which they store in their treasury. Almost all of the Takarian economy is geared toward paying heavy taxes to the Sages.

sign of respect; failure to do so while visiting the temple is punishable by a heavy fine or even arrest.

The two Sages also encourage their followers to worship the **replicator**, which has been renamed the **Holy Icon**. At times, the Takarians are allowed to ask the Holy Icon for goods such as tools, food, medicine, clothing, and

household items in exchange for money.

When the *U.S.S. Voyager NCC-74656* visits the planet in 2373, disruption to the economic order, along with heavy taxes, has completely altered the balance of society. Many Takarians are suffering terrible hardship and poverty, but the entire population has developed a rabid interest in commercialism. Beggars roam the streets, pretending to be ill, in order to elicit money from passers-by. Salesmen are constantly on the lookout for strangers or anyone who might be persuaded to hand over money.

Acceptable behavior

Meanwhile, family businesses crack under the strain of the heavy taxes. Despite this, the Takarians continue to accept the presence and behavior of their Sages without question. They are now an integral part of Takarian culture.

This all begins to change with the appearance of a third Sage, otherwise known as the **Holy Pilgrim**. He seems to fulfill the final verse of the Song of the



Sages, which tells how the two Sages returned to their home in the sky.

At first, the Takarians are uninterested in the Holy Pilgrim, but after witnessing the appearance of three new stars in the sky they become convinced that the prophecy has begun to be fulfilled; they immediately petition the Holy Pilgrim to lead their Sages home.

Prophecy fulfilled

A ceremony takes place in the market square. The Sages and the Holy Pilgrim are tied to a stake in front of the holy temple, and burning twigs are placed at their feet. The Takarians watch as the three begin to be engulfed in flames, and the crowd rejoices as they seem to disappear into the skies. The entire prophecy contained in the Song of the Sages has now been fulfilled.

With the Great Sages and the Holy Pilgrim finally gone, the Takarians are free to restore order to their community. They quickly begin by redistributing the jewels, precious metals, and gold previously stored in the temple. It seems that their greed is behind them.

The Guide to the STAR TREK Galaxy

FILE 5 CARD 24



SPACE
PHENOMENA



SPACE
PHENOMENA

HODGKINS' LAW OF PARALLEL PLANET DEVELOPMENT

The process of evolution is the adaptation of biological beings to their surroundings. Thus, states **Hodgkins' Law**, creatures evolving in similar environments will evolve in similar ways.

Hodgkins' Law of Parallel Planet Development states that similar planets, with similar environments and similar populations, will evolve in similar ways. This is, in essence, the theory of convergent evolution on a galactic scale. Just as the sharks and dolphins of Earth's oceans evolved from very different beginnings into similar creatures as both adapted to the same environment, so alien creatures on planets light

years apart have also developed in similar ways. The most striking example of the theory in action is the fourth planet of star system 892.

Earth's twin

The Class-M Planet 892-IV shares many similar physical characteristics with Earth. The proportion of land to water is exactly the same; land masses and oceans differ in shape only. The planet's density, its diameter at the equator, and its atmosphere – composed of 78 percent

The U.S.S. ENTERPRISE orbits Miri's planet, a stunning example of Hodgkins' Law. The shape of the land masses, the bodies of water, and the atmosphere are almost identical to those of Earth. The language is identical to English.

nitrogen and 21 percent oxygen – are all exactly like those of Earth. The atmosphere shares another remarkably similar trait with 20th-century Earth: moderately industrialized pollution, containing substantial amounts of



carbon monoxide and partially consumed hydrocarbons.

The physical similarities between this planet and Earth may help to explain why the cultural similarities are also so striking; the society on the planet

resembles Earth's ancient Roman Empire.

On Planet 892-IV, the Roman Empire never fell and the people are ruled by an imperial government. This highly conservative society is based on time honored Roman strengths and virtues and led by Emperors who can trace their lineage back over 2000 years to their own Julius and Augustus Caesars.

This is far from the only example that has been discovered, however. The planet **Omega IV** has seen centuries of struggle between two groups,

CLASSICAL FLAVORS

Familiar themes

Similar societies to those found on Earth have been encountered on many planets across the Galaxy; most humanoid societies seem to follow similar paths of development. Vulcan had a savage, primitive past similar to Earth's prehistoric era, while planets such as Boral II and Mintaka III show parallels with Earth's medieval and Bronze Age periods. It could even be argued that the independent development of space travel on several worlds is an example of the theory.



Beta III resembles Earth at the turn of the 20th century; buildings and clothing are all remarkably similar. But the society has stagnated since the Landru computer began to control the inhabitants' thoughts and stifled their individuality.



The planet Sarpeidon has developed through many historical periods similar to Earth.

Planet 892-IV is an example of Hodgkins' Law. The Roman Empire that developed here never fell.

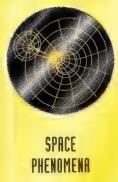


The Guide to the STAR TREK Galaxy

FILE 5 CARD 24

HODGKINS' LAW OF PARALLEL PLANET DEVELOPMENT

The U.S.S. *VOYAGER* encounters a Delta Quadrant planet that has parallels to the nuclear protests seen on Earth in the late 20th century.



SPACE PHENOMENA



SPACE PHENOMENA

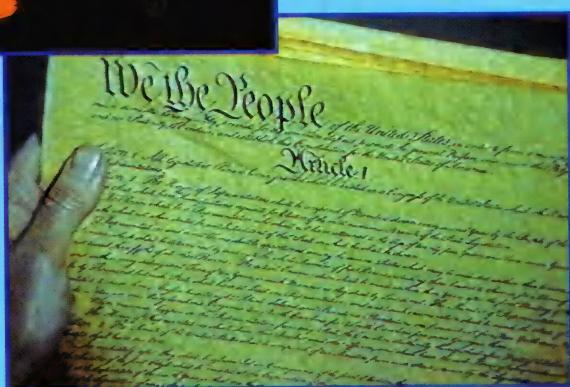
The discovery of a single humanoid race that seeded the Galaxy suggests that parallel development may not be such a coincidence.



known as the **Yangs** and the **Kohms**, who show striking similarities to the conflicts between the American 'Yanks' and Russian 'Commies' of Earth's 20th century.

Other planets show entire histories that have evolved in parallel with those of Earth, displaying similarities with more than one historical period. The library of the planet **Sarpeidon**, for example, contains records on every

period of the planet's history and reveals an ancient Ice Age, a period where the people lived in caves and wore animal skins, after which comes a steady development of technology, through horsedrawn carriages and towns similar to those seen on Earth in the 18th and 19th centuries to the more



The Yangs and the Kohms of Omega IV developed a society very similar to the 'Yanks' and the 'Commies' of 20th century Earth. A Constitution and a Stars and Stripes flag, identical to those found in Earth's United States of America, are found here.

advanced society encountered by the crew of the **U.S.S. Enterprise** in the 2260's.

Planets even further afield also show signs of parallel development; a **Gamma Quadrant** world encountered by the crew of the **U.S.S. Voyager** **NCC-74656** has developed a society similar to that of 20th century Earth, with protest groups that object to the use of **polaric ion energy** in the same way that some 20th century humans objected to the use of nuclear reactors.



races of the Galaxy evolved from a single race who seeded several planets in the distant past. With this in mind, it may be that some of the similarities observed in the societies that developed from their seeding are due to deeply buried racial memories rather than simply being responses to the local environment. In light of these developments, Hodgkins' Law warrants further study.

Common ancestors

The reason for parallel planet development may not, however, be due solely to the environments of the planets on which these societies evolve. In 2369, research started by **Professor Richard Galen** leads to the discovery that most of the humanoid

CULTURAL EXCHANGE

Not just coincidence

Not all worlds that share characteristics with Earth are examples of Hodgkins' Law, even if they appear to be so at first glance. Other factors are often in play, such as deliberate or accidental cultural contamination, or similar influences being passed from world to world by visiting space travelers. Miramanee's planet, **Ekos**, and **Sigma Iota II** all have societies very similar to periods of Earth's history, but none of these have developed independently. A visitor, however, would have to learn the planet's history before this would become apparent, and for worlds where historical records have been lost due to natural disasters or devastating wars, it may never be certain what factors figure in the shaping of the societies found there.

The society of **Ekos** was modeled on Nazi Germany by the Federation cultural observer John Gill, who wrongly thought he could introduce just the beneficial aspects.



Centuries ago, several humans from various Native American tribes were brought to a new planet by a race called the Preservers. Their job was to protect these endangered peoples and their way of life.



Sometimes, the influence of other cultures is introduced into a society by accident. When the **U.S.S. HORIZON**, a visiting Earth spaceship, left behind a book on the mob culture of Earth's 1920's **Chicago**, the people of **Sigma Iota II** remodeled their entire society on the themes contained in 'The Book', which itself took on a biblical importance. Such similarities are very rarely pure coincidence.





THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11 CARD 3A



THE
KLINGON
EMPIRE

KLINGON INSULTS

Klingon culture is based on fighting, and the easiest way to provoke a Klingon into fighting is to insult him. It is hardly surprising, then, that the language of this warrior race is rich with insults.

The warrior culture of the **Klingons** is based upon individual and group honor. A Klingon's honor and pride, his or her place within a peer group, and their position within the larger context of Klingon society, is tied directly to the ability to fight, and fight well.

It is not surprising, therefore, that Klingons have a wide variety of ways to insult each other, intended to provoke personal or group combat. An insulted Klingon is an angry Klingon, and an angry Klingon likes nothing better than a fight. An honorable Klingon will rarely sit back and take abuse quietly.

Insulting one another is so ingrained in Klingon culture that there are a

number of rules and social conventions surrounding the practice. Giving no response at all can often be as dangerous as giving the wrong one.

Might is right

Striking a Klingon during a disagreement is expected; not doing so is interpreted as having no faith in your own argument. But the method is extremely important. Striking a Klingon in the face with one's fist is an acceptable way to protest, but striking a Klingon with the back of one's hand is a challenge to a battle to the death.

One must never look away from a Klingon during an argument, nor offer excuses or justifications. All these are considered to be

highly insulting. Even body language such as standing too far away from a Klingon, or speaking quietly, are often considered to be insulting, implying that you are either afraid or disgusted by the Klingon's presence.

Lost in translation

As with any language, there are numerous insults and epithets that do not translate well into standard English. Some of these words and phrases include: **Jik'ta**; **Ji'ko to'val**; **Gir'nak tovo'sor**; **Ko'tal**; **p'tahk**; **T'ruk-D'h** (a particularly



vile curse); and **Yintagh**.

Since Klingons value honor above all else, nothing makes a Klingon angrier than having his or her honor insulted. Many times, a fight will ensue when a Klingon feels he has been 'robbed of his honor', either by actions or words. "You cannot tarnish a rusted blade," is a particularly snide insult, implying that the Klingon to whom it is directed has already lost his honor. A violent outburst would be the expected response.

A warrior's freedom is prized, and another very

effective insult is to call a Klingon warrior a "**tokhe straav**", a willing slave. To Klingons, slaves have no honor; a true warrior would rather commit suicide than become a slave, much less a compliant or willing one.

Klingons have great pride in their family houses. One way to ensure a fight is to call someone an enemy of your house, "**Mok'Ta vor Kash a'VEH**."

Klingons who are not trying to provoke an immediate confrontation, but rather wish to establish dominance, may state that "None of you are worthy

A WARRIOR'S HEART

Fighting back

One of the most important things to remember is that when insulted by a Klingon, you should never just take the abuse. Insults are often used purely to gauge your response, which should be angry and preferably violent. Klag, first officer of the *I.K.S. Pagh*, tries to intimidate Starfleet exchange officer William Riker as a matter of course; Riker's violent response goes a long way toward convincing Klag that he is up to the job of serving on a Klingon ship. Klingon insults are used to test honor and bravery; not, as they may be used by humans, just to upset or belittle the person at whom they are directed.



Korax, a master of insults, provokes Scotty into a fight by suggesting that the *U.S.S. ENTERPRISE* should be "hauled away as garbage."



Worf teaches Ensign Sito that she should not sit back and accept unfair comments.



Grilka's head of security threatens Quark at dagger point, warning him not to let Grilka down.



During an officer exchange program to the *I.K.S. PAGH*, Riker's personal honor is questioned by his Klingon crewmates. He proves his worth by reacting angrily to Klag's insults.

The Guide to the STAR TREK Galaxy

FILE 11 CARD 3A



THE
KLINGON
EMPIRE



THE
KLINGON
EMPIRE

► **Sneering plays as much a part in Klingon 'protocol' as outright insults, as demonstrated by Kras on Capella IV, but this is as close as Klingons ever get to subtlety.**



of my blood or my life." Those who do not fight are shown disdain. If the insulted person does not rise to the challenge, the sentiment that the "coward didn't have the courage to face us" is often heard.

Klingon racial honor is also an area of great pride. For a Klingon to turn his back on his race is highly insulting, and no other Klingon will allow that to go unchallenged. Challenges are made to those Klingons who would accommodate other species in any way over their own. Examples include: "Your blood has no fire. You are weak, like them. I don't care what you look like. You are no Klingon."

"They traded our birthright so they could die in their sleep," and "This is

a peace that makes the Klingon heart in my chest wither and die," are other, equally insulting phrases.

Getting personal

Klingons such as **Worf**, who have made unconventional life choices, are often mocked for their close relationships with outsiders. Many ask, "What is it like for the hunter to lie down with the prey? Have they tamed you? Or have you always been docile? Is your heart filled with peace? Do glorious battles no longer inspire your dreams?" These questions are inflammatory in nature and are hard for any Klingon to tolerate.

Klingons have a wide variety of insults that are effectively battle cries.

KLINGON INSULTS

► **When Ch'Pok acts as prosecutor in the hearing to extradite Worf from DEEP SPACE NINE, he tries to goad the Starfleet officer into incriminating himself. This kind of courtroom practice would not be tolerated by most other civilized cultures.**



Among them are the following:

"Bosh to-Ka ahee", meaning 'to kill him'; **"Mok-KRA"**, meaning 'to draw first blood'; **"Ni'tokor bak'to"**, a general battle cry; and the ominous saying, "4000 throats may be cut in the night by a running man." The best known of these traditional sayings is, "Today is a good day to die."

Before a fight, boastful taunts are often heard to be exchanged, including: "It is your death"; "Some day I will stand over your broken corpse and drink to the victory of [Duras]"; "You have no idea how much I have looked forward to killing you in battle"; "I will teach you a new lesson ... one you will not soon



► **Threatening behavior and even violence is an acceptable Klingon way of extracting information from someone who is not telling you the whole truth, even if it is your lover.**

forget"; "I hope pain is something you enjoy"; "I will personally cut your tongue out"; "Your blood will paint the way to the future; remember this day"; "You fight like a Ferengi"; "I do not like your smile. Perhaps I shall cut you a new one." All of these are intended to provoke the ire of the opponent, ensuring a good fight.

Other insults

Klingons have a rich vocabulary for insulting not only their own people, but other races they encounter, and weaker races, animals, and distasteful subjects are often the epithet of choice in the creation of a Klingon insult. For example: "You are like a toothless old Grishnar cat, trying to frighten us with your roar"; "You are nothing more than a Cardassian lapdog";

GALAXY FACTS

► **Klingons constantly vie for advantage over one another. Insults are often the way that a pecking order is established.**

► **When Captain Sisko, Chief O'Brien, and Constable Odo are learning how to act like Klingons prior to their infiltration of Gowron's fortress, Worf has to teach them to shout more loudly and not to be so apologetic when they are insulted.**

"Your captain crawls like an animal"; "You are a stubborn, tiresome **Qu'vatlh**" [an animal similar to Earth's donkey]; "Perhaps you would prefer an Earth beverage. A glass of root beer with a lump of ice cream?"; "We need no urging to hate humans, they are soft and weak"; "Are you a Klingon warrior or an **Alverian** dung beetle?"; "You never could handle your **bloodwine**. You sound like a sniveling **Ferengi**, crying about lost profit."

A **Denlb Qatlh**, or a **Denebian Slime Devil**, and a **Ve Qduj**, a garbage scow, are other epithets that are often bandied about.

The important thing to remember is that while in the presence of Klingons, use any of these insults or challenges at your own risk, and be prepared for the consequences.

MAKING CONCESSIONS

Too polite

When a Klingon is polite, it's a good indication that something strange is going on. When Kurn, a Klingon exchange officer, first comes aboard the *U.S.S. Enterprise*, he is rude to the crew but exceptionally polite to Worf. Worf is insulted by this and confronts him, upon which Kurn admits the truth; he is Worf's brother, and this is the exact response he was hoping for.



► **Worf is insulted by Kurn's excessive politeness and goes to his quarters to confront him about it. This is not how Klingons normally treat one another.**

► **On the *ENTERPRISE*, Kurn's seemingly rude behavior is tempered during a meal with senior staff. He can be insulting, but the crew are prepared for it.**



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

TACTICAL STATION

BRIEFING:

FUNCTION AND USES

On the main bridge of the *U.S.S. Enterprise NCC-1701-D*, the combined security and tactical station is mounted on a large rail that forms a horseshoe shape around the rear the commanding officers' chairs. The console is larger than most other bridge stations and can be manned by two people, but is almost always controlled by a single officer, who stands. Its raised position near the center of the bridge allows him or her a clear line of sight to the main viewer, and ensures easy communication with the other bridge staff. The station is usually manned by the *Enterprise*'s tactical officer, a post held by **Tasha Yar** until her death in 2364, and afterward by **Worf**.

Internal security

During combat situations, the chief security officer normally doubles as the tactical officer, but in normal circumstances he has duties that relate to the safety of the ship and its crew. Internal sensors allow him to pinpoint the location of every crew member who is wearing a communicator badge, and the console automatically informs him if there is an intruder alert. With proper calibration, the internal sensors can be used to track an individual who is not wearing a communicator.

The station can be used to erect security forcefields, or seal bulkheads at predetermined locations around the ship. Readouts inform the security officer of the location of security personnel, and instructions to security details

can be made either verbally or from the keypad.

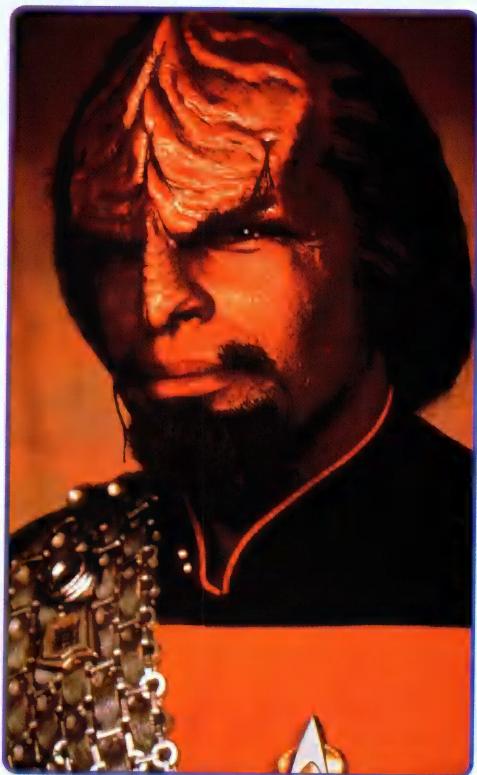
The tactical station provides low level information about any potential threats to the crew. On diplomatic missions, it can provide more detailed information about the disposition of personnel and the status of specialized security devices.

Tactical role

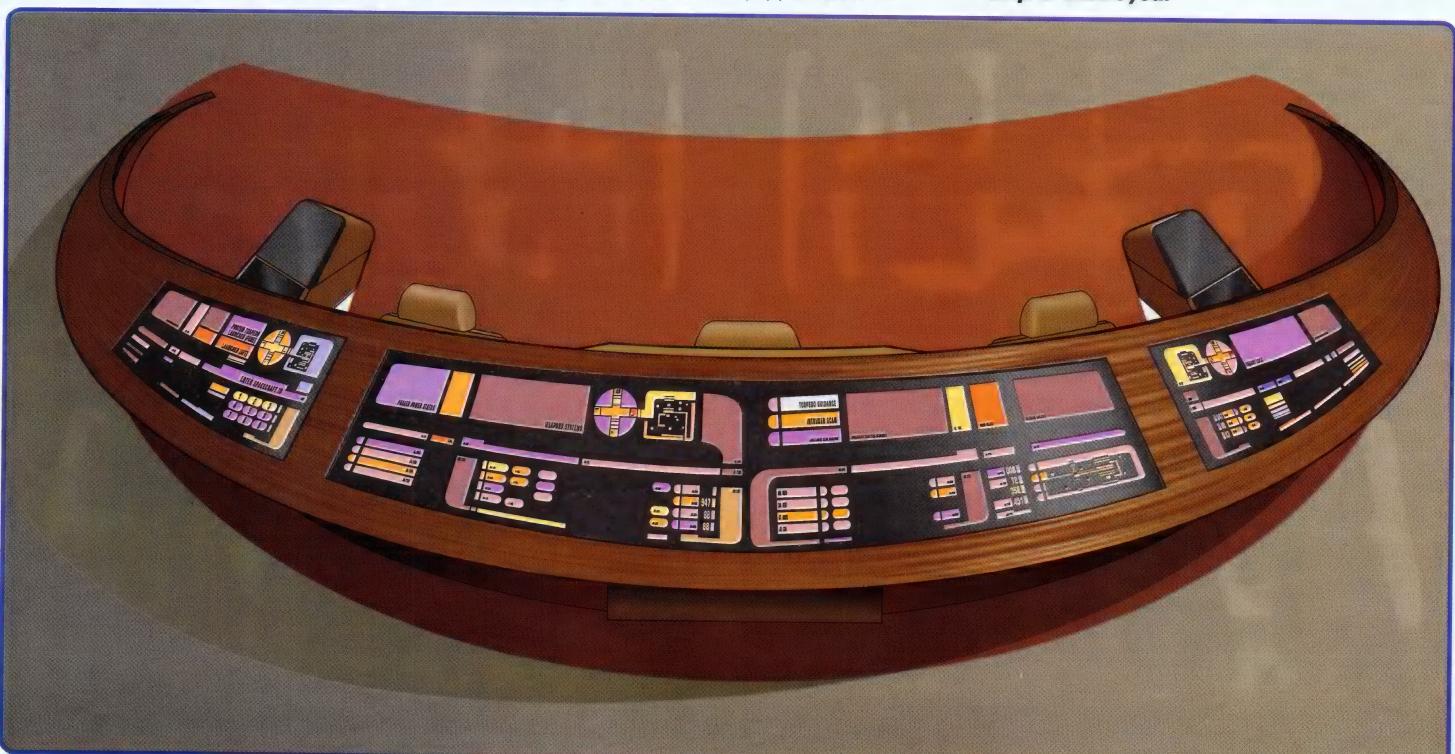
The station also provides information on any ships that approach the *Enterprise*. If possible, the computers will identify the approaching vessel and provide the security officer with relevant computer records. Even when a vessel cannot be positively identified, the station can normally provide data about its weapons and engine capabilities. The tactical database can also provide a list of preferred tactics and information about an enemy vessel's weaknesses.

The security systems automatically monitor all external comms traffic. On modern **Starfleet** vessels, the security officer is responsible for controlling communications, and he opens and closes hailing frequencies. The security officer maintains particularly close contact with the transporter rooms, ensuring that any potential dangers can be beamed off the ship and personnel beamed to safety.

In combat situations, the security/tactical console is used to control the *Enterprise*'s **phasers** and **photon torpedoes**. In the 2360's, **Galaxy**-class ships are equipped with 12



Lieutenant Commander Worf is the tactical officer on the U.S.S. ENTERPRISE NCC-1701-D between 2364, when Tasha Yar dies, and 2371, when the ship is destroyed.



The combined security and tactical station is one of the largest consoles on the U.S.S. ENTERPRISE's bridge. It holds a central position immediately behind the captain on a raised level so that the security/tactical officer can communicate swiftly and easily with the commanding officer. One of the duty officer's most important tasks is to provide tactical advice during dangerous situations.





FILE 25 U.S.S. ENTERPRISE NCC-1701-D



► The station's position on the raised portion of the bridge means that the security officer is close to the commanding officer and can see the main viewer.



► The security/tactical station has three separate panels. It is large enough to accommodate two officers, but is normally only manned by one.



► The U.S.S. ENTERPRISE's weapons are controlled from the tactical station. The ship is armed with photon torpedoes and Type-X phasers.

Type-X phaser arrays that can be adjusted to fire anything from a low level energy transfer beam to destructive combat phaser beams. The precise firing sequence and energy levels are determined by the tactical computers once the tactical officer has identified a specific objective.

Torpedo control

Photon torpedoes can be fired from any of three torpedo launchers, although the saucer module launcher is rarely used. As with the ship's phasers, all the tactical officer has to do is program in the target and the number of torpedoes. The console offers the tactical officer a series of prompts that allow him to specify a time or distance until the torpedo detonates. Photon torpedoes are normally autonomous once they have been launched, but the computers can allow the tactical officer to take manual guidance control.

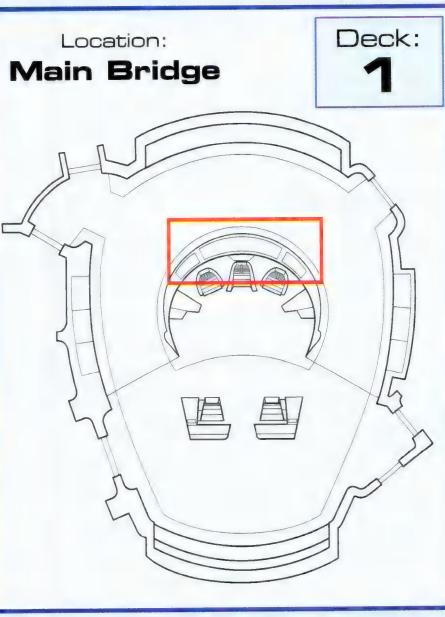
Readouts on the station provide the tactical officer with information on the state of all

weapons systems and on the weapons inventory, including how many photon torpedoes are available, how long there is until they can be launched, and which phaser banks are recharging, and how.

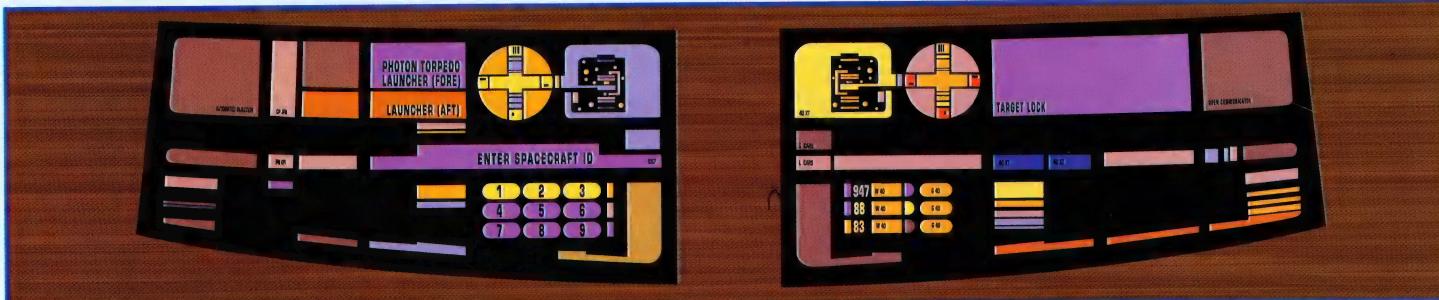
The tactical station shares a number of its duties with **ops**, including the launch of probes and message buoys, and control of the tractor beams and some transporter systems. In combat both tactical and ops monitor the condition of the ship's shields and, if necessary, can reroute power to them from other systems. If the ship is damaged, the security/tactical officer is responsible for collating reports, forwarding them to the commanding officer, and organizing repair crews.

Multiple redundancies

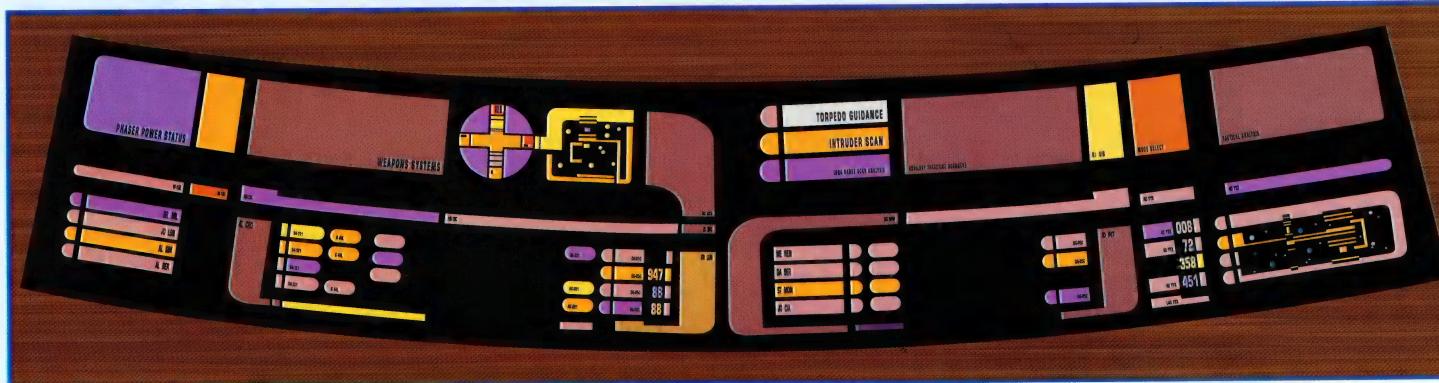
All the tactical station's guidance, navigation, and targeting readouts are also routed to the **conn** and ops stations. This ensures that the ship can still defend itself if the tactical station is disabled.



STANDARD TACTICAL STATION CONFIGURATION



► The panel on the far left of the security/tactical station can be used to control the photon torpedo launchers and access information on other spacecraft. The panel on the far right is used to establish a target lock for photon torpedoes and phasers.



► In the standard configuration, the central panel can be used to monitor phaser power, select and monitor weapons systems, and control the torpedo guidance systems once a torpedo has been fired. It also controls the intruder scanning system.



STARFLEET ACADEMY

OPERATIONS

STRUCTURAL INTEGRITY FIELD
SYSTEM FAILURE: EMERGENCY PROCEDURE

Starfleet vessels rely on a network of forcefields that reinforce the ship's spaceframe during flight. This system, known as the **structural integrity field (SIF)**, ensures that as soon as a ship begins to accelerate to high speeds, the resulting stress does not tear the hull off and expose the crew to the vacuum of space. An SIF failure is one of the most serious things that can happen to a ship; if the vessel is not completely destroyed, it may be left stranded, and only able to travel at low impulse speeds.

As a result, the SIF systems on Starfleet vessels are designed with multiple redundancies; a *Galaxy*-class vessel, such as the *U.S.S. Enterprise NCC-1701-D*, is equipped with five structural integrity field generators. In cruise mode, only one of these is necessary to protect the ship from the stresses generated by normal maneuvers. However, for safety reasons, two generators are active at all times. Should one of these fail, another is automatically brought online.

If a second generator fails, or for some reason additional backup systems cannot be brought online, a Yellow Alert is initiated and the commanding officer must decide whether to continue with the mission or drop to a safe velocity and make repairs. If three or four generators fail, the ship goes to Red Alert and must attempt to decelerate to a safe velocity immediately. The exact velocity will depend on the amount of power that is available to the remaining SIF generators.

Reducing speed

If the vessel is traveling at impulse speed, the rate of acceleration will be reduced to the point where the stresses on the ship can be absorbed by the inertial damping systems. Traveling at warp speed does not produce conventional stresses on the ship, but it does generate differential **subspace** field stresses that will tear the ship apart in the same way if the SIF fails.

Dropping out of warp by conventional methods generates considerable subspace field stress, and in the event of an SIF failure Starfleet protocols call for the crew to initiate a controlled warp field collapse that does not generate the same differential stresses. However, if the commanding officer believes that the ship is in danger of a complete SIF failure, he or she can risk using a differential maneuver to bring the ship to a reduced velocity as quickly as possible. In such cases, the captain will do everything possible to stabilize the situation before initiating a controlled warp field collapse.

If it is clear that the vessel cannot achieve a safe velocity, the order should be given to

UNDER PRESSURE

Starship hell

During their journey through the Delta Quadrant, the crew of the *U.S.S. Voyager NCC-74656* enter an alternate timeline created by a Krenim temporal weapon. In this reality, the ship is repeatedly attacked by Krenim ships and is badly damaged. There are several substantial hull breaches, and a power overload destroys sections 10 through 53 on Deck 5.

The crew manage to keep their ship in one piece by supporting the SIF system with additional emergency forcefields that seal off the damaged areas of the vessel. However, the SIF is eventually compromised; when Captain Janeway orders the ship to go to warp, large areas of the hull are torn off. The damage is contained only by an emergency system of transverse bulkheads that the crew have developed to cope with this situation.



▲ The SIF system projects forcefields that seal any breaches in a ship's hull. The system is powerful enough to deal with substantial breaches.



▲ The system is designed to cope with localized damage. Large areas of the ship can collapse without endangering the integrity of the entire vessel.



▲ Damage all over the ship will eventually disable the system, but power can be rerouted to the SIF and damaged areas can be sealed off.



▲ Without a fully functioning structural integrity field, there is nothing to stop the *U.S.S. VOYAGER*'s outer hull from 'peeling off' when the ship accelerates. Luckily, the ship is also protected by a system of protective bulkheads installed by the crew.





FILE 19 A Guide to FEDERATION STARFLEET

abandon ship. On starships, the crew will evacuate using escape pods. On smaller vessels, such as shuttles, procedures call for crew members to don spacesuits and initiate an emergency beamout to a safe distance.

Rare event

SIF failure is extremely rare and normally only occurs in combat situations, when a vessel has sustained considerable damage. The SIF system can cope with a significant battering before failing; it automatically seals hull breaches with forcefields, and if it has enough warning the system can contain explosions with a yield equivalent to a **photon torpedo**. Even if the SIF generators are not powerful enough to cope with the damage that the ship has sustained, power can be diverted to them from the warp engines.

Local SIF failure is not unheard of. For instance, if the power grid on a deck overloads, it can result in a localized loss of structural integrity and cause the deck to collapse. If there is a danger of this happening, personnel in the affected area must evacuate the deck by using the **Jefferies tubes**; the computer provides an audible warning until the last moment. This kind of localized failure does not necessarily compromise the ship's overall integrity; an **Intrepid**-class ship, such as the **U.S.S. Voyager NCC-74656**, can maintain structural integrity even if an entire deck has collapsed.

Total SIF failure has serious consequences. Assuming the affected ship manages to achieve a safe velocity, the crew will attempt to make repairs. If they are unable to restore the SIF, they face the prospect of a long journey to a safe port.

When the SIF is operating normally, a Starfleet vessel can withstand forces upward of 1,000 gs; if the SIF is offline, a ship cannot accelerate at more than 30 meters per second (a speed that produces a force of roughly 3gs) without sustaining serious damage. At these kinds of velocities, it would take a starship months to make even the shortest journey. Further problems may be caused if the deflector dish is offline, because this would leave the ship unprotected from hazards such as micro-meteor showers; in these circumstances, the SIF is the only system that will prevent the ship from being destroyed.

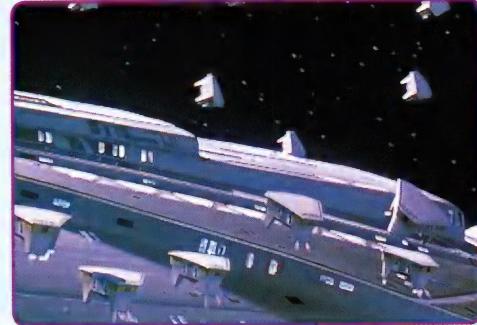
Final steps

In the aftermath of a total SIF failure, Starfleet protocols call for the commanding officer to issue a distress call and initiate power conservation measures to ensure that the crew survive until a rescue can be attempted.

Any Starfleet vessel offering assistance will first attempt to replace the SIF generators of the affected vessel. If this is not possible, the crew will be evacuated to safety so that the ship can either accelerate to a reasonable velocity under its own power, or be towed by a tractor beam. It is possible to project an SIF onto another ship, but this is very power-intensive and difficult. If none of these options are viable, the crew will be evacuated and the ship will be abandoned. If the ship has not been completely destroyed, an attempt to salvage it may be made at a later date.



Power from the warp engines can be used to reinforce the SIF if it is placed under great strain.



If SIF failure is imminent and the ship cannot decelerate to a safe velocity, the captain will give the order to abandon ship.



The crew may have to boost power to the SIF before their ship can enter some kinds of space phenomena. The Nexus generates a massive gravimetric field that puts enormous pressure on a ship's hull.

SHUTTLE PROCEDURES

Shuttle dangers

Because of the nature of their missions, shuttles are more likely to suffer a total SIF failure. If this happens the crew will attempt to reroute power from the propulsion and weapon systems, but if this is unsuccessful they may be forced to abandon ship.

Shuttles do not have escape pods, but they carry environmental suits, and the crew will put these on as soon as they have decided they cannot maintain structural integrity. They must act quickly; once the SIF has failed, there may be as little as 60 seconds before the hull collapses. They will then attempt to send a distress signal before beaming to safety – the signal is best sent from the shuttle as the suits' communications systems have a very limited range.



If the shuttle crew cannot prevent an SIF system failure by moving to safety, decelerating, or rerouting power, they will be forced to don environmental suits and abandon ship.



Many modern Starfleet shuttles are equipped with a transporter. As soon as the crew have sealed their environmental suits, they will initiate an emergency beamout.



The transporter beams the crew to a safe distance. When the SIF collapses, their shuttle will almost certainly be destroyed. Other vessels will hopefully begin a search and rescue operation.

FILE 45 VULCAN PERSONNEL

Sarek of Vulcan

Sarek of Vulcan is a name that carries a great deal of significance in the histories of both the Vulcan people and the **United Federation of Planets**. He is a political figure who has helped shape the very face of the Federation.

Sarek was born on **Vulcan** in the Earth year 2165. The son of **Skon** and the grandson of **Solkar**, he comes from a long line of illustrious and important Vulcans, and in his adult life he ensures that he lives up to their memory.

Sarek's life is not, however, always that of a traditional Vulcan. In his youth, he fathers a son named **Sybok** by a Vulcan princess, and later marries **Amanda Grayson**, a human woman he meets on Earth; he later reasons that his marriage to Amanda "seemed logical" at the time. Amanda gives him another son, **Spock**.

Despite their later differences, Sarek and Spock have a typical Vulcan father/son relationship during Spock's early years. Sarek gives Spock his first lessons in computer science, helping to spark his interest in the sciences. Though they often argue,

Sarek loves Spock deeply and is prepared to risk a great deal for him. When **High Priestess T'Lar** suggests that his plea to perform the **fa-lor-pan** ceremony of legend is "emotional", Sarek admits that his logic is uncertain where his son is concerned.

A Vulcan's lifespan is much longer than a human's; Sarek survives Amanda and, after her death, marries another human woman, **Perrin**.

Famous ambassador

Sarek will always, inevitably, be remembered in regard to his famous son, but his own achievements are equally impressive. He is appointed to the post of **Vulcan Ambassador** to the **United Federation of Planets** in 2265, and serves in this capacity until his death in 2368. Among the many highlights of his diplomatic career are the **Treaty of Alpha Cygnus IX**, the admission of the

PROFILE ON SAREK

NAME: Sarek

LIFE FORM: Vulcan male

POSITION: Vulcan ambassador

BORN: 2165

DIES: 2368

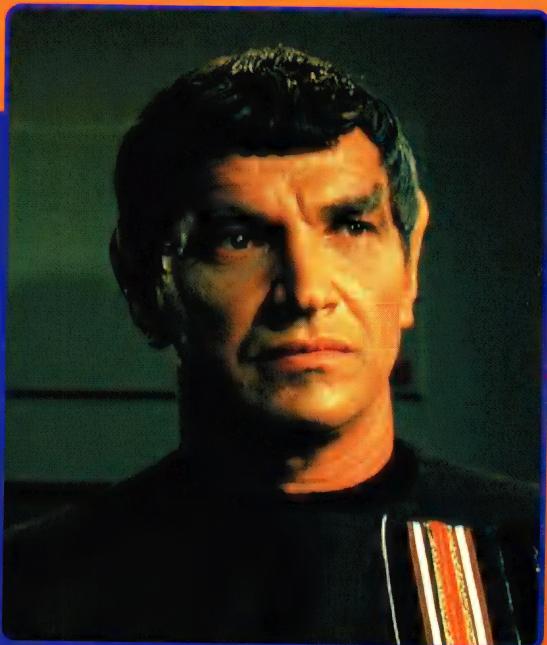
KNOWN FAMILY: Solkar [grandfather], Skon [father], Sybok [son by a Vulcan princess],

Amanda Grayson [wife],

Spock [son], Perrin [wife]

FIRST SEEN: 'Journey to Babel' [TOS]

LAST SEEN: 'Unification' Part 1 [TNG]



▲ **Sarek of Vulcan is one of the most famous and respected ambassadors to the United Federation of Planets. He is responsible for many important peace treaties but, despite his skill in negotiating with other races, his relationship with his son is stormy.**

Coridan worlds to the Federation, and the **Klingon**-Federation Alliance.

Throughout his long and illustrious diplomatic career, Sarek has been known to

be restrained and implacable. He has constantly refused to be provoked into making any rash comments or statements outside of the appropriate diplomatic

arena. This is especially true during his highly volatile trip to **Babel** to decide the issue of the **Coridan** admission to the Federation. As representative of the

CAREER AND FAMILY



★ Mixed marriage

Sarek's ability to relate to other races is perfectly illustrated by his love life; he enjoyed two long and happy marriages to human women.

★ Diplomacy first

Sarek understands that different races take different approaches. He knows better than to argue with the emotional Tellarites.



★ First class treatment

As very important visitors, Sarek and Amanda are given a tour of the U.S.S. ENTERPRISE by the captain. Kirk has only just discovered that they are Spock's parents.



OTHER CARDS IN THIS FILE...

1A SAREK'S VULCAN HERITAGE

SEE OTHER FILES...

THE VULCANS File 8

STARFLEET PERSONNEL File 43

STAR TREK: The Original Series File 68

STAR TREK: THE NEXT GENERATION File 69

PERSONNEL FILES

Sarek of Vulcan

Vulcan people, Sarek favors Coridan; the planet has an unlimited supply of **dilithium crystals**, but it is underpopulated and undefended, putting it in need of protection and development. Despite health problems that occur on the way to the conference, requiring Sarek to undergo heart surgery aboard the *Enterprise*, he is able to attend the talks, at which Coridan gains admission to the Federation. It becomes a valued member.

Health problems

Sarek's physical health has been deteriorating for some time before this journey. At the relatively young age of 102.437, he began to suffer from a heart valve malfunction; his doctor on Vulcan prescribes **benjisidrine**. Sarek keeps it a secret from his wife, Amanda, because he believes there is nothing she can do to help him; she only finds out about it when he suffers his attack aboard the *Enterprise*.

To maintain his mental health, Sarek finds it beneficial to meditate in solitude before retiring each evening. But he never discusses these meditations with others, feeling they should remain personal experiences.

One of Sarek's most famous negotiations takes place in 2293, when he helps dissuade the **Federation Council** from granting the **Klingon** ambassador's request to extradite **Captain Kirk** to the Klingon homeworld to face prosecution following the **Genesis Planet** incident.

Klingon success

A few years later, it is Sarek who suggests that Spock contact **Gorkon**, Chancellor of the **Klingon High Council**, to open a dialogue following the explosion on the Klingon moon of **Praxis**. Sarek sees an opportunity to put an end to almost 70 years of unremitting hostility between the Federation and the Klingons. This diplomatic overture leads directly to the **Camp Khitomer** conference and the eventual **Khitomer Accords**.

Sarek's decisions do not always please everyone, however. Years later, Spock publicly attacks Sarek's position on the **Cardassian** conflict, and the relationship between them once again deteriorates.

The most lengthy negotiations of Sarek's illustrious career come to a close on the **U.S.S. Enterprise**

FILE 45 CARD 1

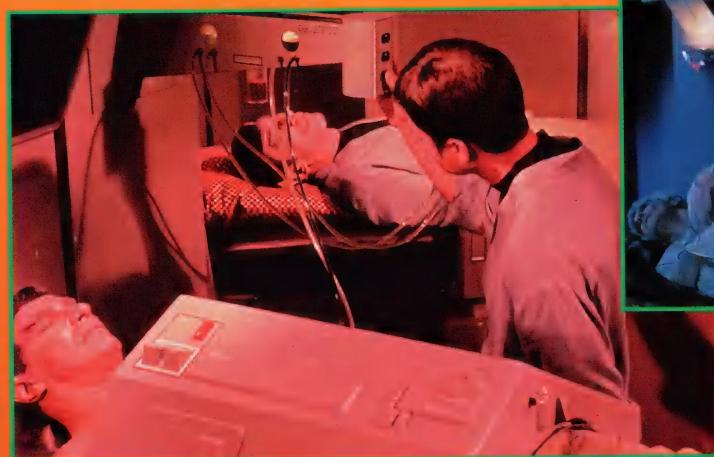


"Sarek of Vulcan was never afraid to look straight at something he did not want to see."

— Captain Picard

Sad demise

Sarek dies from Bendii Syndrome, a debilitating Vulcan disease that causes the sufferer to lose emotional control.



Poor health

Sarek suffers poor health throughout his life. He undergoes major heart surgery en route to the Babel Conference.

NCC-1701-D, in 2366. At the age of 202, and after 93 years of negotiation, Sarek finally concludes his historic treaty negotiations with the **Legarans** in the Federation's first face-to-face meeting with this mysterious race. But these delicate negotiations, perhaps the crowning achievement of Sarek's career, are almost derailed when it becomes obvious that Sarek is suffering from **Bendii Syndrome**, a rare condition that sometimes affects Vulcans over the age of 200.

The symptoms include bursts of emotion and irrational anger,

Sarek gains Picard's stability; Picard suffers the fierce onslaught of intense Vulcan emotions brought on by Sarek's condition.

During the mind-meld, Picard experiences Sarek's frustrations concerning Vulcan emotional control, and feels the tenderness that Sarek has suppressed in his heart for Amanda, Spock, and Perrin. Picard later expresses to Perrin the love that Sarek was never able to communicate to her himself. The mind-meld allows Sarek to successfully complete the negotiations and retire in peace to

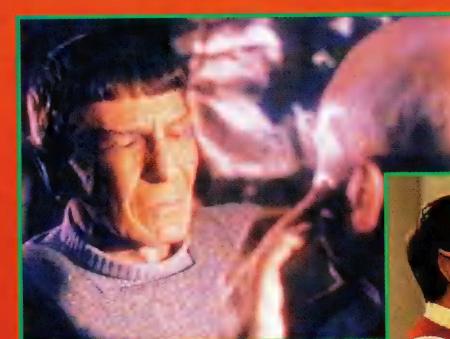
Vulcan; it also leaves a close and intensely personal bond between him and Picard.

Sarek regrets the deterioration of his relationship with Spock. He begs Captain Picard to find Spock and tell him that his father has always admired him and loved him very much. Sarek ultimately wishes nothing more than to see his son one last time, but his illness makes that impossible; he dies soon after. Picard is later able to pass on Sarek's last thoughts and feelings to Spock when he joins with Sarek's son in a last, intensely personal, mind-meld.



Close bond

Picard is able to pass on Sarek's dying thoughts to Spock via the mind-melds he shares with both of them.



eventually leading to loss of all emotional control. At first, Sarek refuses to accept that he suffers from the disease. But when he learns that one of his aides and students, **Sakkath**, has been surreptitiously using **mind-melds** to hold his emotional turmoil in check, he is forced to confront his illness.

An eventual solution to this potentially disastrous situation is found when **Captain Picard** and Sarek enter into a mind-meld.



Strained relationship

Spock and Sarek are highly respected in their own fields, but often fail to see eye to eye. They make up their differences, but fall out again over Sarek's stance on the Cardassian war.

Data's Innocence and Loyalty

Data may be a sophisticated machine, but his android programming also means that he usually puts the interests of others before his own.

Data's limited ability to understand human behavior, his childlike willingness to learn more, and his tendency to take things at face value all make him extremely innocent. Before he receives his emotion chip, he is unlikely to be corrupted by his experiences, and since he cannot be disappointed, he never becomes cynical or jaded. His actions are not governed by his ego, but by an ethical program that gives him a sense of duty and loyalty.

Data's simple understanding of human motives can make him appear idealistic. For

example, he believes that friends will always help one another because that is part of his definition of friendship. His own artless behavior often means that he has difficulty understanding the behavior of others, or assumes that they are acting from noble motives.

Assuming the best

In his innocence, Data has trouble comprehending metaphors. When **Commander Riker** tells him that the crew are looking for a needle in a haystack, the android doesn't understand why anyone would waste their time in such a search. He assumes that everyone

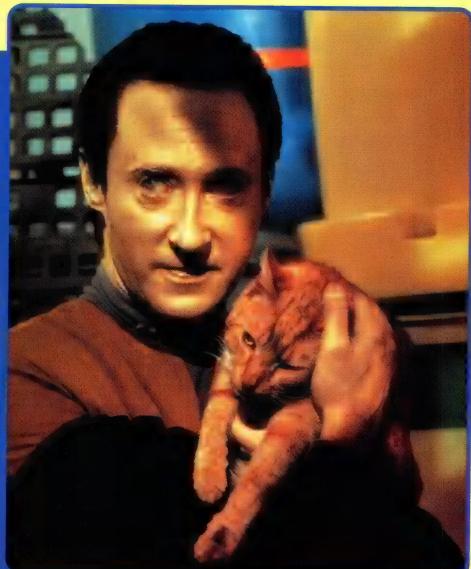
PROFILE ON DATA'S BEHAVIOR

NAME: Data

REMARKS: Data's behavior is governed by an ethical subroutine. This means that he will not take a life unless he has to.

LOYALTIES: Data is a dedicated Starfleet officer, and his lack of self interest means that duty is always a priority. He has failed in his duties only when someone has interfered with his programming.

INNOCENCE: Data does not fully understand the subtleties of human behavior, such as lying and humor.



▲ Data is programmed to put the needs of others before his own. Combined with his lack of ego and inexperience of human behavior, this can often make him seem naive.

says exactly what he or she means; when **Keiko Ishikawa** tells him she cannot marry **Miles O'Brien** and that calling

off the wedding will make her happy, Data takes her statement at face value without realizing she has gotten cold feet.

Data also believes his 'brother' **Lore** when he says that the colonists on **Omicron Theta** were envious of him because he was so completely human. Lore also tells Data that the colonists petitioned **Dr. Soong** to replace him with a less perfect android – Data. When Data discovers in 2367 that these are all lies, he is as astonished as an emotionless android can be.

One of the reasons Data remains innocent for so long is his inability to understand the consequences of some of his actions or words. As a result, he is often honest to a fault. In 2367, he embarks on a romantic relationship with fellow crew member **Jenna D'Sora**. She begins to have her doubts about their relationship and asks him what he thinks about when he kisses her; Data calmly replies that he is performing a number of tasks which include calculating the exact amount of pressure to apply to her lips.

DATA AND WOMEN



★ The bluff

To Data, the game of poker is at first illogical; it is a game where one has to lie in order to win.



★ Romantic experiment

Data has very little experience of romantic involvement. His first 'girlfriend' is Jenna D'Sora, but she finds him too remote and the relationship ends.

★ Fully functional

Although Data is anatomically correct and has been programmed with multiple sexual techniques, he does not normally have the sexual urges that a human would.



Data's Innocence and Loyalty

Incorruptible android

Data's programming allows him to form relationships with other crew members, and makes him a loyal colleague and friend. This loyalty is put to the test when he is tempted by outside influences such as the Borg Queen, who tries to appeal to his desire to be more human by offering him organic life. But loyalty to the U.S.S. *Enterprise NCC-1701-D* triumphs; he rejects her offer and destroys her, saving his ship and Captain Jean-Luc Picard.

In captivity

In 2366, Kivas Fajo steals Data for his rarities collection. Always loyal to Starfleet, Data refuses to cooperate with the Zibalian trader.



Tempted

The Borg Queen offers to make Data completely organic. He considers her offer for 0.68 seconds before rejecting it.



Loyalty

Data kills the Borg Queen, remaining loyal to his captain and crew despite her offer.

effect on Data, he has no need to brag about their relationship or to pursue it when the virus wears off.

Data has a tendency to assume that others will observe the same ethical standards as he does. For example, when **Tasha Yar**'s sister, **Ishara**, is brought aboard the **U.S.S. Enterprise NCC-1701-D**, Data believes her intentions are good and that she would not hurt anyone who called Tasha a friend. Unfortunately, Ishara betrays Data's trust, but he is puzzled rather than angry.

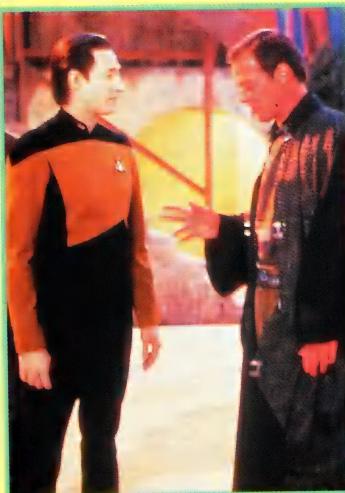
Another factor in Data's continuing innocence is his limited ability to evolve. Whereas a negative experience might make another person bitter, Data is theoretically incapable of this kind of response.

However, even though Data believes that he cannot experience emotions, negative or otherwise, evidence suggests that this is not strictly true. His ethical program tells him not to harm others unless it is absolutely necessary, but it would seem Data is not quite as innocent as he appears. In 2366, he is taken prisoner by **Kivas Fajo**, a **Zibalian** trader who adds Data to his collection of rarities.

During his captivity aboard Fajo's ship, Data sees his captor kill one of his servants and decides that Fajo has no redeeming qualities.

"I have been designed with a fundamental respect for life in all its forms, and a strong inhibition against causing harm to living beings."

— Data



Confusion

Data has trouble comprehending why people would not abandon a planet when their lives are in danger. To him, there is no emotional response in this situation, only a logical one.

When he is presented with the chance to kill Fajo, he attempts to shoot him, even though his own life is not endangered.

Even though Data has a remarkable ability to remain untainted by his experiences, and has high moral standards, it is clear he can evolve. Now that he has emotions and is becoming even more human, it seems inevitable that his innocence will fade away.

Occasionally, Data's lack of understanding can lead him to behave in ways that might seem thoughtless. For example, when **Worf** falls off a holographic ship and **Geordi** tells him it was funny, he pushes **Dr. Crusher** into the water too.

Data was created with a moral point of view and his behavior is governed by an ethical program that was designed by Dr. Soong. The program seems to place a particularly strong emphasis on loyalty; Data is dedicated to **Starfleet** and to the people he works with. When he is functioning normally, his allegiance never seems to be in doubt.

Divided loyalties

Data's personal and professional loyalties are only rarely put in conflict. Lore does manage to turn Data against his crewmates, but only by deactivating his ethical program and feeding him negative emotions.

Later, in 2371, Data admits he is tempted by the **Borg Queen**'s offer of an organic existence, but his moral code is too strong for him to give in to temptation.

Data has virtually no ego, and he has great difficulty understanding how it affects the way others make decisions. Typically, he

assumes that people will behave the way they do for logical reasons.

Data's lack of selfishness has had a profound influence on his relationships with others. When **Tasha Yar** is under the influence of a variant of the **Psi-2000** virus, she is delighted to discover that Data is programmed in multiple sexual techniques. But even though his experiences with her have a lasting

FAMILY TESTING LOYALTY

Brotherly love

Data and Lore are based on their creator, Dr. Noonien Soong, and are like identical twins. But for years only Lore is programmed to feel emotion, and only he has real feelings toward his brother. Data knows he cannot love Lore, but he does have an intellectual curiosity, and thinks that if he can understand their relationship, he can better understand humanity. Even after a dangerous encounter with the dangerous Lore, Data is told by Dr. Crusher that brothers can forgive brothers, whatever their actions.



Family matters
Lore does not have Data's innocence because Dr. Soong gave him the ability to feel emotions. He also appears to have a far less effective ethical program.

Difficult choice
Data's capacity to choose between right and wrong is governed by his ethical program. When Lore interferes with it, Data is confused, and when Lore also feeds him negative emotions he behaves violently. But Geordi and Picard manage to restore his program to normal, and he turns on Lore.



FILE 43 STARFLEET PERSONNEL

Chakotay & Seska

Being betrayed by a loyal crew member is humiliating enough, but when that crew member is a former lover, as Seska is to Commander Chakotay, the betrayal becomes deeply personal.

Chakotay and Seska leave their old lives behind them to join the **Maquis** and fight a common foe, the **Cardassians**.

This alone is enough to ensure that they will become friends but, at some point during their acquaintance, their mutual objectives evolve into a mutual attraction. An intimate relationship forms between the older, quieter, but more experienced Chakotay, and the young, beautiful, and smart Seska. But unbeknown to Chakotay, Seska is actually a Cardassian spy who was surgically altered to resemble a **Bajoran**.

Perhaps Chakotay is attracted to Seska's vitality and highspiritedness. Maybe her tendency toward emotional outbursts intrigues him; her personality is very different from his more serene nature. Whatever the reason, Chakotay and Seska become lovers.

They know each other well enough that Chakotay

talks to Seska about his animal spirit guides and she learns how to make his favorite soup, mushroom. But, at some point, they realize that an intimate, long term relationship between them just won't work; they return to their roles, but remain friends and allies. Chakotay believes the closeness of their relationship is over, but Seska is never one to let an opportunity slide.

New directions

When Chakotay, Seska, and the rest of their Maquis cell are stranded in the **Delta Quadrant**, and are rescued by the **U.S.S. Voyager** **NCC-74656**, they must adapt to a new set of rules and regulations:

Starfleet's. Commander Chakotay takes to his position on *Voyager* with apparent ease, but Seska is furious at the choices **Captain Kathryn Janeway** has made; she feels Janeway has unnecessarily stranded them in the Delta Quadrant. Determined to get home at any cost, and

PROFILE OF BETRAYAL

DATE: 2369 **EVENT:** Seska, a Cardassian spy, joins Chakotay's Maquis cell.

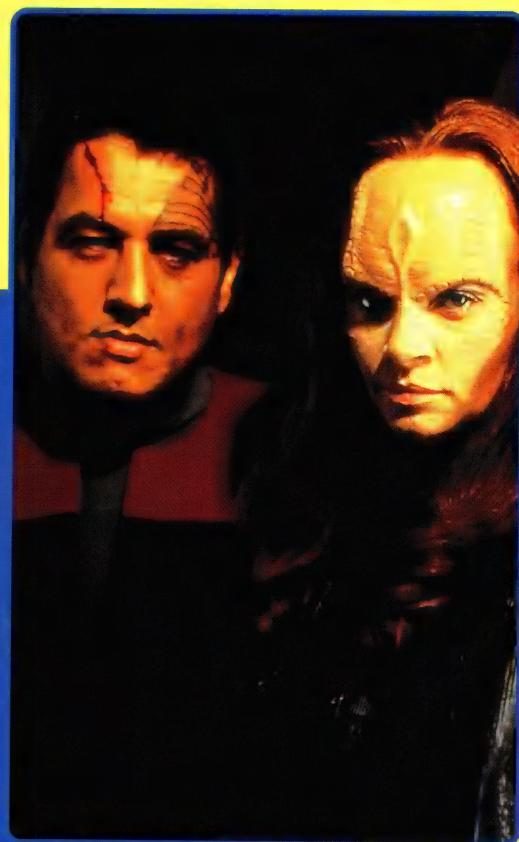
DATE: 2371 **EVENT:** Stranded in the Delta Quadrant, Chakotay and Seska join the crew of the *U.S.S. Voyager*.

DATE: 2371 **EVENT:** Seska defects to the Hazon.

DATE: 2371 **EVENT:** Seska leads a Hazon raid on *Voyager*. Chakotay tries to recover the stolen hardware.

DATE: 2372 **EVENT:** Seska gives birth to a child she believes is Chakotay's.

DATE: 2373 **EVENT:** Seska is killed during the battle to retake *Voyager*.



▲ Chakotay falls in love with Seska believing that she shares his hatred of the Cardassians and his belief in the goals of the Maquis. It is not until years later that he learns she is a Cardassian spy, altered to look Bajoran so that she could infiltrate his Maquis group.

★ **In the genes**
Seska extracts genetic material from Chakotay when he is held prisoner by the Kazon.

★ **Baby**
Seska is prepared to use her child as a bargaining tool in her attempts to manipulate Chakotay.

**USING LOVE TO DECEIVE****★ Relationship revisited**

When Seska is close to being found out, she makes romantic advances to Chakotay, hoping that this will blind him to the truth.



PERSONNEL FILES

Chakotay & Seska

FILE 43 CARD 52D



No mercy
Despite their past relationship, Seska shows Chakotay no mercy when he is being tortured by the Kazon. Whatever feelings she may have had for him will not get in her way.



Discovered
Seska is finally revealed as a Cardassian when she is examined in sickbay. Chakotay feels betrayed.

Favors for a lover
Seska tries to keep Chakotay on her side by bringing him a bowl of his favorite soup, mushroom.

"I had only one agenda with you, Chakotay, and I never kept it a secret."

— Seska to Chakotay

certainly having no respect for Starfleet protocol and procedures, Seska decides to take advantage of her past relationship with Chakotay.

To cover up her unauthorized contact with the **Kazon-Nistrim** sect, Seska collects mushrooms on a **Class-M** planet where *Voyager*'s crew is sent to gather fruit and vegetables; she claims she was gathering the mushrooms to make Chakotay's favorite soup. At first, Chakotay is genuinely touched at her thoughtfulness, but when he discovers that Seska, in order to make the soup, looted *Voyager*'s food reserves, he is dismayed and revokes replicator privileges for Seska, himself, and the others involved in the theft.

Seska first tries to tease him about his stern reaction, asking if he'd really put her in the brig after all they have been through. Then, sliding her arms around his waist while standing behind him, Seska purrs into his ear, murmuring that the soup was worth losing two

days of replicator rations. It's unclear whether Chakotay is amused or angered, or both. One thing is clear, though: Seska's familiarity with Chakotay is not rebuffed or discouraged. Maybe this indicates that the two still share feelings for one another. As her parting shot, Seska reminds Chakotay that, in the Delta Quadrant, there aren't a lot of potential mates around ... she might look elsewhere if Chakotay isn't interested.

VOYAGER betrayed

When it is revealed that someone on *Voyager* has given **Federation** technology to the Kazon-Nistrim, and Seska was found in their vicinity on the planet, Chakotay refuses to believe she is involved. He tries to protect his former lover by assigning her to a position on the bridge instead of letting her accompany the away team to investigate a heavily

damaged Kazon vessel. He claims he wouldn't assign someone to the bridge whom he didn't trust, and that he doesn't want her anywhere near the Kazon ship if something goes wrong.

Seska wants to destroy any evidence of her involvement, but she cloaks this by protesting Chakotay's actions. In fact, Seska has him so fooled as to her real purpose that he continues to defend her increasingly suspicious actions. Eventually, the truth comes out and Seska, the Cardassian spy, escapes to join forces with the Kazon-Nistrim.

Seska returns

Chakotay, left behind on *Voyager*, feels bitter. Seska's betrayal cuts on two levels, professional and personal. But it is the personal pain that hits the deepest, especially when Seska aggravates it by skillfully manipulating his emotions.

When Seska, in partnership with her new lover, **First Maje Jal Culluh** of the Kazon-Nistrim, raids *Voyager*, Chakotay feels personally responsible. Against Captain Janeway's orders, he takes a *Voyager* shuttlecraft to try and retrieve the technology Seska and Culluh stole from the Federation starship. Instead, Chakotay is captured and Seska, without his knowledge, steals some of his DNA, which she then claims she has used to impregnate herself.

Seska tells Culluh that Chakotay violated her, playing off the Kazon's protective instincts; she has fooled Culluh as much as she once tricked Chakotay. When she taunts Chakotay about being pregnant with his child, he is once again caught up in the web of her manipulations. Though his DNA was taken against his wishes, Chakotay can't deny the possibility that Seska has borne him a son. When she uses her child as bait to lure *Voyager* into a trap, the commander has no other option but to chase after her – rescuing his child from danger outweighs the risk of confronting the Cardassian again.

Seska has laid an irresistible trap for Chakotay, allowing Culluh and her to seize control of *Voyager*. When she learns from the **EMH** that her child is not Chakotay's son, but Culluh's, she appears genuinely surprised.

Voyager's crew recover their ship, and Seska dies in the battle. Culluh escapes with his son, and Chakotay is left to say his final, private goodbyes to his former lover. He is undoubtedly relieved that the child was not his, and is probably thankful that Seska will no longer dog his every move in the Delta Quadrant. But Chakotay is an honorable and compassionate man, and it is likely that he continues to feel some measure of grief at Seska's death, no matter how badly she treated him.

HOLODECK ALTERNATIVES

Together again

Once Chakotay's Maquis cell has been taken aboard the **U.S.S. Voyager**, he knows that the best way forward is to integrate fully with the Starfleet crew. This sometimes brings him into conflict with the more individual Maquis members, especially when he seems to favor the Starfleet approach above theirs. However, there is one situation in which he stays true to his

Maquis roots – in a version of the Maquis mutiny holodeck program, 'Insurrection Alpha', designed by Tuvok.

Back together
In one version of the *Insurrection Alpha* program, Chakotay and Seska are side by side in the Maquis rebellion.



FILE 66 SPECIAL FACILITIES

Anbo-jytsu

The game of **anbo-jytsu** is derived from many of the ancient forms of self-defense popularized by the Asian countries of Earth. It is considered to be the ultimate manifestation of the art of self defense, and involves skill, strength, and intuition.

The game of **anbo-jytsu** has its roots in the ancient martial arts of Earth, including karate, judo, ju-jitsu, kung fu, aikido, tae kwon do, and ken do. It is considered to be the "ultimate evolution in the martial arts" and, like these pursuits, is more a form of recreation than real preparation for combat.

Played between two people on a raised circular platform, the rules of **anbo-jytsu** are similar to those of another ancient martial art called sumo wrestling. In this game, the two contestants use their bodies to try to knock the other out of the ring and score points. In **anbo-jytsu**, the players use strength, intuition, and skill against the opponent to achieve the same result. To do this, the contestants are armed with a three-meter-long staff.

There is one main difference between **anbo-jytsu** and other full contact games: it requires the players to be blindfolded. A thick visor on the front of the helmet inhibits vision, and the only clue as to the whereabouts of one's opponent is provided by a proximity detector in the staff. The two contestants wear a protective helmet as part of their uniform, making visual contact virtually impossible.

Play begins

Before play commences, the contestants bow to each other and repeat a traditional saying. As play begins, the two circle each other; they must both remain aware of where they are on the upper platform to avoid falling off and losing points. When a knockdown occurs, play stops until the player recovers. It is resumed until either the required points are scored or someone is hurt.

Bouts of anbo-jytsu take place on a raised platform. The two opponents are blindfolded and attempt to knock each other out of the ring.



1 Color Although the color of the uniform is irrelevant to the blindfolded players, spectators need to be able to distinguish between the opponents.

2 Protection The full-contact nature of **anbo-jytsu** makes it a dangerous sport, so a protective, padded uniform is essential. The boots are also thickly padded.

Thigh pads in the uniform provide protection for this sensitive muscular area.

3 High tech The player must be able to move quickly and efficiently to avoid the opponent's attacks. Each player's staff has a proximity detector that helps locate the opponent.

The boots provide strong ankle and calf support for the player.



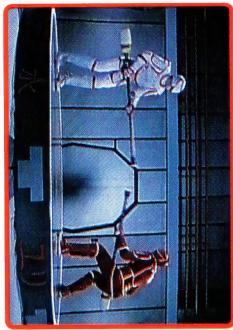
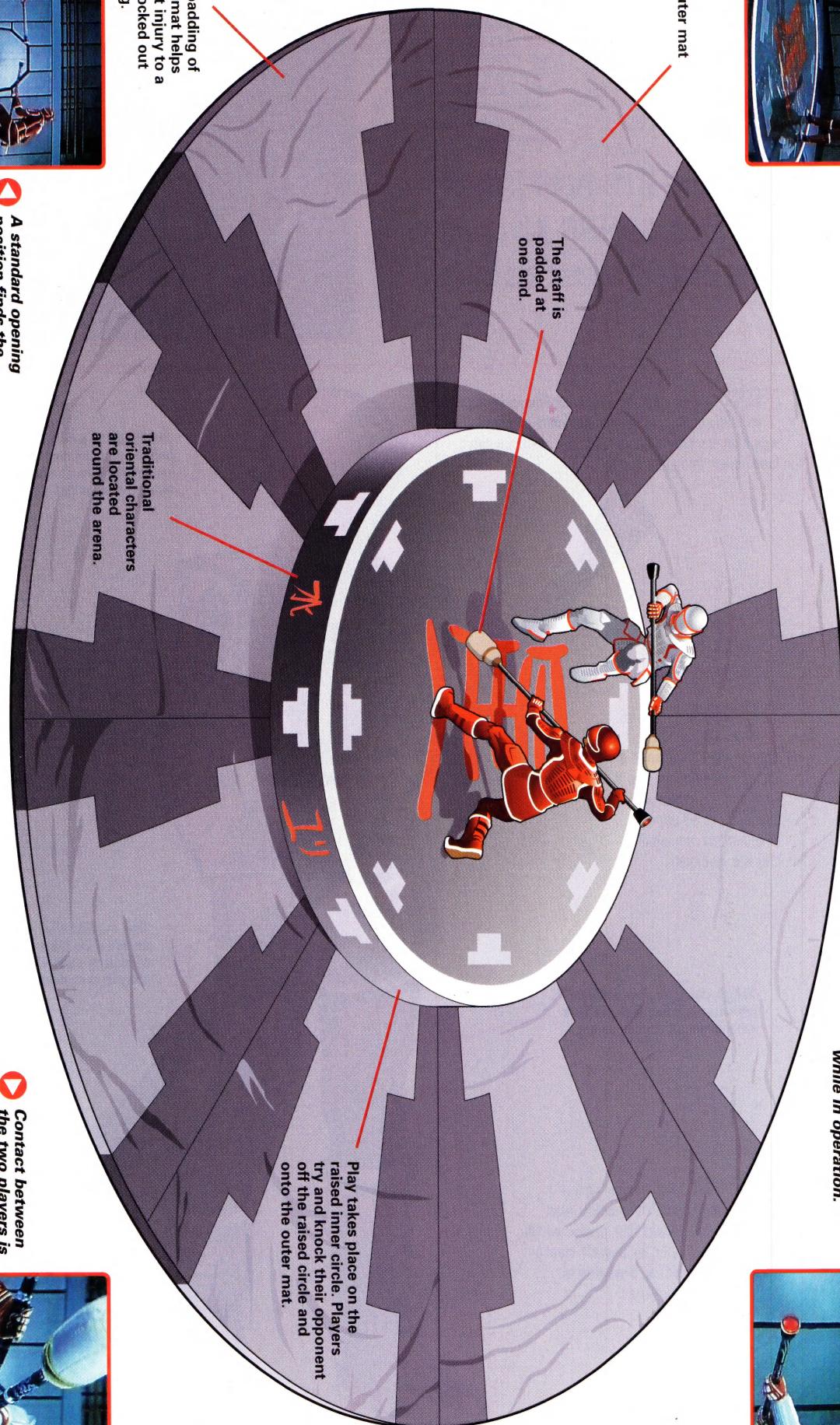
The helmet and visor unit protects the head from injury and prevents the player from seeing his or her opponent.

The end of the staff is padded so that the risk of injury to the other player is reduced.

EQUIPMENT AND TECHNOLOGY

Anbo-jūtsu

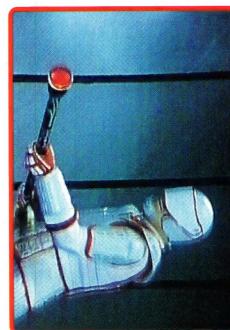
FILE 66 CARD 12C



A standard opening position finds the two contestants anbo-jūtsu, then squaring off, then cautiously predicting the other's planned moves.

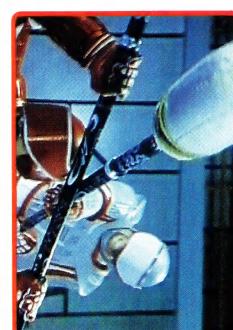


Before play begins, the two contestants look at each other, bow, and repeat a traditional phrase.



The proximity detector is located on one end of the staff. This device emits a buzzing sound and glows while in operation.

Contact between the two players is rough. The idea is not to hurt the opponent, but to knock him down or out of the ring.





FILE 68 STAR TREK: The Original Series

'The Omega Glory'

When they beam over to investigate another Federation starship, Kirk and his landing party discover that they have been infected with a deadly disease. Their only hope is on Omega IV, where the *U.S.S. Exeter*'s captain has taken sides in a war between the Yangs and the Kohms.

The *U.S.S. Enterprise NCC-1701* finds the *U.S.S. Exeter* in orbit around Omega IV. The *Exeter* will not respond to any hails, and there is no sign of any damage, so Kirk assembles a boarding party and beams over. The ship is deserted, but there are uniforms filled with a white crystal-like substance all over the ship. On the bridge, McCoy reveals that the crystals are all that is left of the crew, who were infected with some kind of disease. Spock plays the last log entry, which warns them that they have also been infected and must get down to the planet. Kirk and his team beam down at once.

On the planet, they see a man and a woman about to be executed by a group of Asiatic villagers. Ron Tracey, the captain of the *Exeter*, arrives. He stops the execution, and orders the villagers to lock up the prisoners, then tells Kirk that the prisoners are Yangs, a group of brutal savages.

Brutal war

Tracey explains that when his landing party transported back to the ship, he stayed behind with the villagers, who are called Kohms, to arrange for a planet survey. His crew were wiped out by the disease and he was left on the planet. He and Kirk's men are all infected, but something on the planet is keeping them healthy.

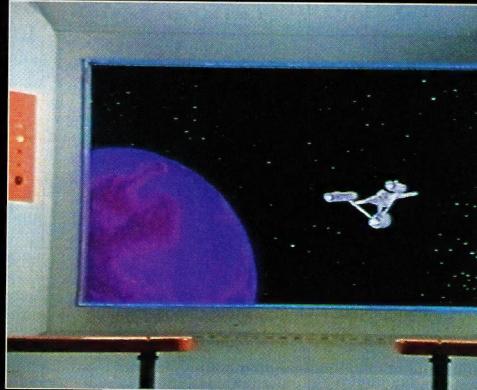
McCoy liaises with the *Enterprise* to analyze tissue samples. The only lead he has is that the infection resembles one made on Earth during bacteriological war experiments in the 20th century. When Lt. Galloway is badly injured in a Yang assault, Spock says Tracey has been telling the truth about the Yangs, who appear to be planning a mass attack. He has found empty phaser power packs among hundreds of Yang bodies, and Kohm villagers confirm that Tracey used his phaser to drive off an attack by the Yangs. Kirk is about to contact Starfleet when Tracey appears, with several Kohm villagers. When Galloway reaches for his phaser, Tracey kills him. Tracey contacts the *Enterprise* and tells them that the landing party have been found unconscious. Kirk tries to intervene, but is knocked out.

Later, Tracey tells Kirk that the planet's inhabitants have extraordinarily long lifespans. Tracey wants McCoy to research

'CAPTAIN'S LOG'

"Aboard the *U.S.S. Exeter*, commanded by Ron Tracey, one of the most experienced captains in the Starfleet. What could have happened to him, and the over 400 men and women that were on this ship?"

ON SCREEN...



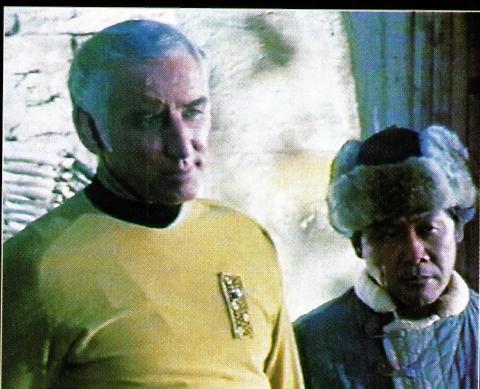
1 The *U.S.S. Enterprise* finds one of its sister ships, the *U.S.S. Exeter*, in orbit around Omega IV. The *Exeter* does not answer any of their hails.



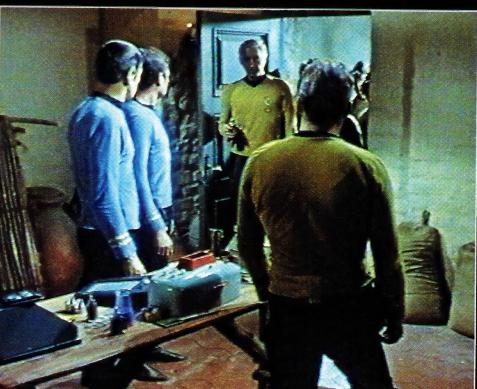
2 The entire crew of the *Exeter* have been wiped out by a disease. The only survivor is the captain, Ron Tracey, who is on the planet below.



3 Kirk and his party have also been infected. The *Exeter*'s logs tell them that the only way to survive is to beam down to the planet.



4 Ron Tracey greets Kirk's party when they arrive. He explains that they have all been infected, but the planet's atmosphere keeps everyone healthy.



5 Spock discovers that Tracey has been using his phaser to fight off the Yangs, but Tracey takes the landing party prisoner before Kirk can contact the *Enterprise*.



6 The people on the planet are completely free from disease and are incredibly long-lived. Tracey believes that if McCoy can find out why, it will make